

Hadyan "The Father of Magi" (N Lesser God of Magic, Knowledge, & Scholarship)
(from www.greyhawkgrognard.com/tag/dragonne-magazine)

ARMOR CLASS: 0

MOVE: 21"

HIT POINTS: 199

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4 (+2 strength bonus, +4 magic bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 100%

SIZE: M (6' tall)

ALIGNMENT: Neutral

WORSHIPPERS' ALIGNMENT: All

SYMBOL: Endless Knot

PLANE: Concordant Opposition

CLERIC: Nil

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 20th level magic-user/20th level illusionist

THIEF: Nil

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S: 18

I: 25

W: 20

D: 20

C: 20

Ch: 19

LEVEL/X.P. VALUE: (determine)

Hadyan is said to be the deity who brought the arts of magic to the Baklunish countless centuries ago. It was the impassioned pleas by the devotees of Hadyan which finally convinced him to share with them the secret of the Rain of Colorless Fire. However, even the god was appalled by the result, and since then has refrained from directly aiding the researches of any Baklunish magic-users. It is whispered that this is one reason the magic arts have not advanced as quickly or as notably in the Baklunish lands as they have in the Flanaess to the east.

Hadyan appears as a stereotypical wizardly type, with long white hair and beard, a silken caftan of intricate weave with mystical symbols, and a tall conical turban. His clothes are always red and white in various combinations. He bears a staff that combines the powers of a staff of the magi with a staff of power. His caftan functions as a robe of the archmagi. He carries a dagger +3, but has never engaged in combat, preferring to deal with enemies through magic.

Hadyan does not need to memorize spells; he can cast any spell as if he had memorized it. Spells are regained automatically the following morning, as if he had rested and studied.

Hadyan dwells on the plane of Concordant Opposition, in the Tower of Arcana. All of the Baklunish gods get along at least amicably with Hadyan, and he with them. He and Boccob,



the Eastern god of magic, are also on good terms, although they are both of an aloof nature, and thus don't normally seek out one another unless the need is especially dire. Boccob's servant, Zagy, once pledged himself to Hadyan's service for a year and a day on a whim, but it is unknown if the Father of Magi ever took him up on his offer. The archmage Mordenkainen is said to sometimes become involved (or involves himself) in Hadyan's affairs, which often involve searches for some powerful magic artifact. The archmage has both aided and opposed the interests of the god in the past.

Rashaws of Hadyan will often study magic at some point in their careers, either before or after taking the red-and-white caftan of their order. Temples to the god are unremarkable, save that they will also serve as centers for magical research and organizations of magic-users, if any should be nearby.

Small idols of Hadyan are specially woven knots that seem to have no ends (the secret of their weaving is closely guarded by the rashaws). Large idols show the god in human form, and are life-sized and intricately painted.

Small idols can be used to invoke the following powers:

- *Read Magic* (least)
- *Wizard Lock* (lesser)
- *Dispel Magic* (greater)

Large idols can be used to invoke the following powers:

- *Pyrotechnics* (least)
- *Fireball* (lesser)
- *Enchanted Weapon* (greater)