

Coyote (CN Lesser God of Arts, Crafts, and Fire)
(from the Deities & Demigods Guide)

ARMOR CLASS: 2

MOVE: 24"

HIT POINTS: 330

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-30

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 75%

SIZE: L (8')

ALIGNMENT: Chaotic neutral

WORSHIPER'S ALIGN: Thieves and chaotic neutrals

SYMBOL: Coyote

PLANE: Prime Material Plane

CLERIC/DRUID: 14th level in each

FIGHTER: 15th level fighter

MAGIC-USER/ILLUSIONIST: 14th level magic-user/17th
level illusionist

THIEF/ASSASSIN: 18th level thief

MONK/BARD: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

S:20 (+3, +8)

I: 24

W: 19

D:24

C:21

Ch: 16

LEVEL/X.P. VALUE: (determine)

Although Coyote is responsible for teaching arts, crafts and the use of light and fire, he is primarily a bullying, greedy trickster. This chaotic personality makes him difficult to understand. As a trickster he will usually be accompanied by a giant wolf or sometimes by a giant fox, wildcat, badger or porcupine. Often his tricks will backfire on him. His role is primarily that of a cowardly thief. His followers will most often appeal to him to improve their thieving abilities or to be granted tricks involving illusionist spells of fire, light or darkness.

Coyote can polymorph himself once per day but is limited to the animal kingdom. Coyote will flee combat whenever possible, but when cornered he will fight. He bites for 3-30 points of damage.

Whenever Coyote is involved in trickery, his two favorite spells are *Invisibility* and *Animate Object*. With these two abilities he is able to make objects (including himself) disappear and move about.

