

Velnius (VEL-nee-uhs) "of the Sky, The Rain Shroud, The Elder Breeze" (N Lesser God of Sky & Weather)

(from www.greyhawkgrognard.com/tag/dragonne-magazine)

AL N (NG);
WAL NG, N;
SoC Sky, Weather;
SY Bird perched on a cloud (wooden);
AN Bird, bat;
CR Blue;
HD Waxing half-Luna;
PoW Open-air temple;
CL Clerics, Druids;
PN Elysium.

Velnius is the most responsible member of his family. As Procan's oldest child, he is the leader of the Oeridian wind gods and is called in to support or take over for them when they are overwhelmed or lax in their duties. He is shown as a tall man of middle age with white hair and a cloak of feathers from which pours water and lightning. He is allied with his family members, is friendly with neutral or druidic deities, and opposes Kurell. His symbol is a bird perched on a cloud.

Velnius is only rarely worshiped. A major exception to this is in Perrenland. Perrenlanders revere and respect Velnius. The Yatil Mountains are dotted with enclaves of his clerics. Elsewhere in the Flanaess, these clerics generally keep to the foothills and small, rural towns.

Velnius' cult observes the 4th of Coldeven as their High Holy Day, with lesser celebrations on each morning that Luna appears in her waxing half phase. Services are always conducted outside and include wind chimes of all sizes. Velnius' temples always stand on the highest point of the surrounding countryside and are built open to the sky. Temples typically include a large number of nesting birds and bats (much to the dismay of the more superstitious folk). These birds, ranging from eagles and hawks all the way down to finches and hummingbirds, are typically allied with the resident clerics. In exchange for food and safety, the birds keep watch on the goings-on of the surrounding lands.



Velnius' Clerics

Sex M, F;

AB Str 12, Wis 11, Con 13;

AL NG, N;

AEx None;

WPN Bow (1st), dagger, javelin (1st), short sword, spear;

AR Leather or elven chain; RA Gray robe with silver lightning bolts;

PW 1) weather sense as bonus non-weapon proficiency, <1 bonus every 4 levels thereafter, 3) +1 saves, <1 damage per die (minimum 1) vs. cold, fire, & electrical attacks every 3 levels, not cumulative with magical bonuses, 5) speak with normal birds at will, 7) rainbow, 9) aura of comfort (see below), 11) weather summoning 1/month;

TU Nil.

All clerics of Velnius are required to take the bowyer/fletcher non-weapon proficiency at 1st level and are expected to craft their own bows and arrows. After attaining 9th level, his clerics are under the continuous effect of an aura of comfort. The power combines the benefits of endure cold and endure heat, and it shields the cleric from normal (non-magical) precipitation. At the cleric's option, he may extend this protection to a maximum radius of 1' per level.

Velnius' clerics are used to speaking on the behalf of others (even if such intervention is not requested). They prefer talk to conflict, but can be very aggressive when provoked. They pray for rain when crops need water and call for temperance when the weather deviates too far from the norm. As mobile as their god, they travel far and adventure to counteract weather disruptions caused by heretical agents or when Velnius is too busy. Many magical items of flight, air, and weather were not created by magic-users but by this order of clerics. Clerical level titles are Wind Knight (levels 1<2), Wind Lord (levels 3<8), and Storm Lord (level 9+).

Velnius' Druids

Sex M, F;

AB Standard;

AL N;

AEx None;

WPN Bow (1st), dagger, javelin (1st), short sword, spear;

AR Standard;

RA Gray robe with silver lightning bolts;

PW 5) speak with normal birds at will, 9) aura of comfort (see below);

TU Nil.

All druids of Velnius are required to take the bowyer/fletcher non-weapon proficiency at 1st level and are expected to craft their own bows and arrows. After attaining 9th level, his druids are under the continuous effect of an aura of comfort. The power combines the benefits of endure cold and endure heat, and it shields the druid from normal (non-magical) precipitation. At the druid's option, he may extend this protection to a maximum radius of 1' per level.

Velnius' rare druids are used to speaking on the behalf of others (even if such intervention is not requested). They prefer talk to conflict, but can be very aggressive when provoked. They pray for rain when crops need water and call for temperance when the weather deviates too far from the norm. As mobile as their god, they travel far and adventure to counteract weather disruptions caused by heretical agents or when Velnius is too busy. Many magical items of flight, air, and weather were not created by magic-users but by this order of druids.

Velnius' Cleric Spells

Number	3rd level	4th level	5th level
1	Cloudburst	Abjure	Air Walk
2	Continual Light	Implore	Atonement
3	Continual Darkness	Cure Serious Wounds	Cure Critical Wounds
4	Death's Door	Cause Serious Wounds	Cause Critical Wounds
5	Dispel Magic	Divination	Dispel Evil
6	Locate Object	Exorcise	Rainbow
7	Obscure Object	Neutralize Poison	
8	Magical Vestment	Protection From Evil 10' R.	
9	Negative Plane Protection	Spell Immunity	
10	Remove Curse		
11	Bestow Curse		
12	Remove Paralysis		
13	Cause Paralysis		
14	Speak With Dead		

Number 6th Level

1	Aerial Servant
2	Animate Object
3	Conjure Animals
4	Forbiddance
5	Heal
6	Harm
7	Word Of Recall

Velnius' Druid Spells

Number	3rd Level	4th Level	5th Level
1	Call Lightning	Animal Summoning I	Animal Summoning Ii
2	Cloudburst	Call Woodland Beings	Anti-Plant Shell
3	Know Alignment	Control Temperature 10' R.	Commune With Nature
4	Neutralize Poison	Cure Serious Wounds	Control Winds
5	Poison	Cause Serious Wounds	Moonbeam
6	Protection From Fire	Dispel Magic	
7	Starshine	Protection From Lightning	
8	Water Breathing	Repel Insects	
9	Air Breathing		

Number 6th Level

1	Animal Summoning Iii
2	Anti-Animal Shell
3	Cure Critical Wounds
4	Cause Critical Wounds

5 Weather Summoning