

Damh (CN Lesser God of Satyrs, Korred, and Atomies)

(from Monster Mythology (1992, 2e))

ARMOR CLASS: -2

MOVE: 18"

HIT POINTS: 104 (13 HD, THAC0 7)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d10+3 (staff) +8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 40%

SIZE: S (3' 6")

ALIGNMENT: Chaotic Neutral

WORSHIPER'S ALIGNMENT: Chaotic
Neutral (korred, satyrs, atomies)

SYMBOL: flute, pipes and drum

PLANE: Gladsheim

CLERIC/DRUID: Nil

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: 16th level bard

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

S: 20

I: 15

W: 16

D: 17

C: 17

Ch: 18

LEVEL/X.P. VALUE: (determine)



Damh is patron god of satyrs and their kindred korred, and also atomies. Titania worries about the many races that she watches over; so much so that Damh saw the need to lighten her responsibilities by taking over this concern, and he protects his new charges most faithfully.

Damh loves dancing, song, music, bardic verse, jesters, and strong drink. He especially loves dryads. He is very self indulgent and will never postpone gratification. However, he has another side: Damh is a very old deity, and he is said to have helped build the first druidic stone circles and raised standing stones. He is certainly very friendly with druidic deities. Also, he is very earthy and has strong associations with stone, rock, and earth itself. He is a guardian too; while brownies often see the first incursions of unwanted guests, korred are often the first to intuitively sense this, especially magical intrusions.

Role-playing Notes: Damnh is a frequent participant in revels, especially if there are plenty of dryads about. But this is a physically strong god, and Damh will certainly ambush and attack powerful hostile intruders into faerie lands.

AL CN;

WAL CN korred, satyrs, atomies);

AOC dance, song, celebrations;

SY flute, pipes and drum.

Damh appears as a male korred with tawny-auburn hair which is tied into braids with gold filigree decoration. He carries a set of pipes, a wooden flute, and a harp. His bard spells come from all schools save necromancy.

Special Att Def: Damh is immune to all enchantment/charm and elemental (earth) spells. His magical laugh affects all creatures in a 30' radius up to 6/day: victims must roll below their Charisma on d20 or be stunned for 2d4+2 rounds. At will the avatar may cast each of: *Animate Rock*, *Shatter Rock*, *Stone Door* (as *Plant Door*), *Stone Shape*, *Stone Tell*, *Transmute Rock to Mud*. He can *Charm Person* at will, and females save at -6 against this effect. The avatar's staff can affect 2d4 korreds, satyrs, or atomies as a potion of invulnerability by touch 1/day. His magical flute can *Summon* 2d4 korreds or satyrs if within a mile or create a *Forcecage* (each effect 3/day); his magical pipes can cast *Charm Person or Mammal*, *Fear* or *Sleep* in a 60' radius (at will), and his harp can create an *Otto's Irresistible Dance* in up to 1d4 creatures, 3 uses per day. In all cases the avatar must spend one full round playing the instrument to generate the effect. Finally, the avatar always carries 1d4 ropes of entanglement, and a wineskin with 2 quarts of very strong mead.