

Abbathor (Dwarven NE Greater God of Greed) "Great Master of Greed"  
(from Dragon Magazine #58)

ARMOR CLASS: 0

MOVE: 12"

HIT POINTS: 330

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-24 (+12)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 50%

SIZE: L (8')

ALIGNMENT: Neutral evil

WORSHIPER'S ALIGN: Evil  
alignments (dwarves)

SYMBOL: Jeweled dagger

PLANE: Hades

CLERIC/DRUID: Nil

FIGHTER: 14th level fighter

MAGIC-USER/ILLUSIONIST: 11th level illusionist

THIEF/ASSASSIN: 20th level thief/15th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: (determine)

S: 24 (+6,+12)

I: 22

W: 16

D: 24

C: 24

Ch: 8 (14 to dwarves)

LEVEL/X.P. VALUE: (determine)

At times, Abbathor has been the ally of the other dwarven gods, but his treachery and lust for treasure make him a dangerous associate. He will never help any non-dwarven deity or creature. He cannot be trusted to do anything but evil unless it suits his own purposes to give assistance.

Abbathor was not always as devoted to evil as he is now. Originally, his sphere of influence concerned the appreciation of valuable gems and metals, not necessarily at the expense of others. He became embittered when Moradin appointed Dumathoin the protector of the mountain dwarves instead of himself, and from that day forward has become ever more devious and self-serving in his endeavors, in a continual effort to wreak revenge on the other gods by establishing greed, especially evil greed, as the driving force in dwarves' lives.

Abbathor's greed manifests itself frequently. Should he set eyes upon any magical item, or on a treasure worth more than 1,000 GP, there is a 40% chance that he will attempt to steal it outright, or slay the owner and then take it (50% chance of either).



Abbathor wears leather armor and furs, made from the skins of beings and creatures who have opposed him in the past. He uses a +5 dagger with a diamond blade and jewels set into the hilt. The dagger does a basic 2-24 points of damage and can detect the presence of precious metals (kind and amount) in a 2" radius. Anyone but Abbathor who grasps this weapon will suffer the loss of one experience level at once, and will lose another level each round the dagger continues to be held. Abbathor also owns a shield that casts one *Cause Blindness* spell per round (save at -6) at anyone within range. His home caverns are said to be made of the purest gold.

Abbathor's servants consist primarily of [Tappers](#) (*DM Superelf Note: I've renamed "Rappers" to "Tappers", for reasons relating to taste in music*) the undead forms of his worshipers who died attempting to steal something.

Abbathor maintains an uneasy truce with Vergadain (see page 32), with whom he sometimes roams the Prime Material Plane in search of more treasure. If frustrated when attempting to steal an item, Abbathor will try to destroy the item so he will not be tormented by the memory of his failure.

AL NE;  
WAL LE, NE, CE;  
SoC Evil, Greed;  
SY Jeweled dagger (iron);  
AN None;  
CR Red;  
HD Solar eclipses;  
PoW Underground temple carved from natural rock;  
CL Clerics;  
PN Hades.

#### Abbathor's Clerics

Sex M;  
AB Standard; AL LE, NE, CE;  
AEx None;  
WPN As thief;  
AR Leather;  
RA Leather armor and cap;  
PW 2) use d6 for hit dice, 3) detect gems within 10', 1 turn duration, 5) darkness 15' radius, 9) create treasure lust within 10', 1 turn duration, all creatures must save vs. spell or try to obtain by force the most valuable object they can see (and protect their own valuables);  
TU Command at -4 levels.

Abbathor's priesthood secretly opposes that of Dumathoin and, to a lesser extent, Berronar. Clerics must amass gems and sacrifice these (with blood) to Abbathor at least once a year. A small number of his clergy are duergar cleric/thieves, but they very rarely steal from other dwarves unless certain they cannot be observed. Clerical level titles are as follows: Gold Seeker, Coveter of Copper, Seeker of Silver, Luster of Electrum, Hoarder of Gold, Plunderer of Platinum, Miser of Mithral, Hand of Greed, and Master of Greed.

### Abbathor's Cleric Spells

Number	3rd level	4th level	5th level
1	Continual Darkness	Abjure	Atonement
2	Create Food & Water	Implore	Dispel Good
3	Glyph Of Warding	Cloak Of Bravery	Flame Strike
4	Locate Object	Cloak Of Fear	Golem
5	Obscure Object	Exorcise	Insect Plague
6	Prayer	Imbue With Spell Ability	Quest
7	Speak With Dead		

### Number 6th Level

### 7th Level

1	Aerial Servant	Exaction
2	Animate Object	Gate
3	Blade Barrier	Henley's Digit Of Disruption
4	Conjure Animals	Unholy Word
5	Word Of Recall	Succor
6	Help	
7	Symbol	