

Vishnu (LG Greater God of Mercy and Light)
(from the Deities & Demigods Guide)

ARMOR CLASS: -5

MOVE: 18"/27"

HIT POINTS: 389

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-10 (+11)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 85%

SIZE: M (6')

ALIGNMENT: Lawful good

WORSHIPER'S ALIGN: All good alignments

SYMBOL: Sun-disc, seashell, lotus & mace

PLANE: Seven Heavens

CLERIC/DRUID: 15th level cleric

FIGHTER: 17th level paladin

MAGIC-USER/ILLUSIONIST: 25th level
magic-user/18th level illusionist

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: I

Attack/Defense Modes: All/all

S: 23 (+5, +11)

I: 23

W: 25

D: 24

C: 24

Ch: 25

LEVEL/X.P. VALUE: (determine)



Vishnu most commonly appears as a normal man with four arms, but he is capable of *Shape Changing* at will into almost any form. His primary power is the ability to make any creature of intelligence (low or greater) unable to commit violence of any type within 30 yards of him (no saving throw). When exercising this ability, the god cannot do harm. He can also cast double strength *Prismatic Wall* spells at will, and undead turn to dust at his glance.

In battle he wields a mace that disintegrates anything it hits (saving throw vs. spells applicable) and does 1-10 points of damage per strike plus his strength bonus. He also has a disc weapon that is capable of shooting a stream of fire for 5-50 points of damage to a maximum range of 40 yards, and this can be discharged once per round. He is able to use both of these weapons simultaneously, striking twice per round with the mace and blasting with the sun disc.

Vishnu's magical seashell automatically sends him into the Ethereal Plane when he is about to be killed, and his lotus flower can heal all of his lost hit points at a touch (up to three

times per day). He rides Garuda, the king of all birds, into battle, and while on this creature he is not affected by *Charm* spells of any type.

Vishnu is very helpful towards his worshipers, and there is a chance that he will aid them if they are in serious trouble. This is a percent chance equal to the number of worshipers in mortal danger, to a maximum of 20%. Vishnu may send one or more of his minions (the maruts) to aid the he may send part of himself in the form of an avatar. An avatar will probably have only one or two of Vishnu's character class levels plus the appropriate divine ability scores. For example, a clerical avatar would be 15th level, have a wisdom of 25, maximum hit points, and probably a special magic item or two.

Vishnu's clerics are expected to combat the forces of evil with determination and persistence, but to show mercy to those defeated opponents who are redeemable.