

Al'hatha "The Shining Father" (LG Greater God of Sun, Oaths, & Truth)

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

ARMOR CLASS: -4 (plus armor bonus, typically +5 for a -9 AC)

MOVE: 21"

HIT POINTS: 366

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-12 +4 (magic weapon bonus) +8 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 90%

SIZE: M (6' tall)

ALIGNMENT: Lawful good

WORSHIPPERS' ALIGNMENT: Lawful neutral, lawful good, or neutral good

SYMBOL: Sun disc

PLANE: Seven Heavens

CLERIC: 20th level rashaw

FIGHTER: 17th level paladin

MAGIC-USER: Nil

THIEF: Nil

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S: 20

I: 18

W: 19

D: 20

C: 20

Ch: 19

LEVEL/X.P. VALUE: (determine)

Al'hatha is the Shining Father, who rides the sun across the skies by day in the golden chariot Light-of-Truth, hearing the oaths of those who swear by his name, and ensuring that they are upheld and truthfully said. He is stern but loving, just and merciful. He has an army of devas, led by the planetar Urud, who act as his enforcers in such matters.

Al'hatha dwells in a magnificent palace in the Seven Heavens, adorned with minarets which are said to reach so high into the sky that they can be seen in Arcadia and the Twin Paradises, and which serve as watchtowers seeing deep into the Astral plane.

The god of the sun most often appears as a perfect human male of Baklunish descent, with a great blue-black beard and piercing gold eyes. His skin shimmers like gold. He wears naught but a loincloth of silver and lapis lazuli, and a radiant solar crown.

Al'hatha bears the magical scimitar Foe-trembler. It is a +4 scimitar that acts as a sword of sharpness and a flame brand. Anyone except Al'hatha and those to whom he occasionally loans his blade will take 1d6 points of fire damage per round. He can also cause the blade to come to his hand in but a single segment, no matter how far they may be separated. Only

weapons of +3 or greater enchantment can harm him, and he regenerates 10 hit points per round.

In addition to all the normal powers accorded a greater god, Al'hatha can cast beams of penetrating sunlight from his eyes. These beams are 60' in length and will cause 4d6 points of damage per round to any creature caught in their way. They also function as a sunray spell. Al'hatha can use these beams three times per day.

Al'hatha is on good terms with Istus, but laments her aloofness. He is more antagonistic to the chaotic members of the Baklunish pantheon than he is towards those who are evil; at least most of those who are lawful or neutral evil. Nasri in particular draws his ire, and his followers and hers are deadly foes. She is seen as an interloper because of her Zihindian origin, even though her worship has spread throughout the Baklunish basin. Even though the two and their worshipers don't have much direct contact, he is on good terms with Pholtus, due to their common love of order and honesty.

It is for Duhl Parath, however, that the special enmity of Al'hatha is reserved. The two have fought a never-ending war, with the followers of Al'hatha smashing cult centers of Duhl Parath wherever they are found, and those of the god of lies constantly undermining and subverting the courts and judgments of the god of truth. It is said that the followers of Al'hatha blame Duhl Parath for every cloudy day that obscures the sun. Those of Duhl Parath point out that without clouds, there would be an endless drought.

Priests of Al'hatha (the new rashaw subclass of cleric; see elsewhere in this issue for details) wear robes of yellow and white, and are often called upon to function as judges and jurists in communities without specialists in the field of law. They are more likely to be men than women.

Temples to Al'hatha are grandiose affairs of white and gold, invariably aligned to the sun so that shafts of light hit significant features within the structure (altars, statues, images, etc.) on particular holy days of veneration. Services are always held in daytime, and involve animal sacrifice and the singing of songs of praise, with divinatory rituals predominating.

Large idols of Al'hatha are either solid or plated gold, either depicting the god in his chariot, and while usually life-sized are never less than three feet tall. Small idols are merely his face in a square panel with a pediment, flanked by date palm trees, approximately one foot square. He is always depicted wearing a solar crown.

Small idols can be used to invoke the following powers:

- *Light* (least)
- *Heat Metal* (lesser)
- *Pyrotechnics* (greater)

Large idols can be used to invoke the following powers:

- *Protection From Evil 10' Radius* (least)
- *Detect Lie* (lesser)
- *Dispel Evil* (greater)