

Beliaar

(The Lucky One, The Adventurer's Friend, Father of Good Fortune, Lord of Fortunes)

Intermediate Power of Olympus, CG

Portfolio: Good luck, skill, adventurers, gaming, gambling.

Aliases: None.

Domain Name: The Great Hall of Chance

Superior: None.

Allies: Cyrillia, Korotiku, Sif, Talimyra, Thor, Valerias.

Foes: Alphaks, Loki, Loviatar, Martokk.

Symbol: Any object representing chance or fortune (A pair of dice, playing card, etc.)

Worshippers' Alignment: Any.

The Church

Clergy: Clerics, specialty priests, mystics.

Clergy's Alignment: N, CN, CG, NG.

Turn Undead: C: Yes, SP: No, Mys: No.

Command Undead: C: No, SP: No, Mys: No.

Dogma: Life is about risk, and knowing when to take that risk. Be daring and bold in the way you live, but not reckless. Travel far and wide to see and experience what life has to offer. Be kind to and assist the unfortunate, to show them that they can make their own good fortunes so that they in turn can do the same for another unfortunate soul. Make your own luck, and the Lord of Fortunes will smile upon you.

Day-to-Day Activities: Most of the priesthood of Beliaar journey hither and yon, encouraging people to live their lives, follow their dreams and to "take a chance once in awhile". Most of the Fortunelord's temples have a gambling house attached to them in some manner whether they are secret "dens of ill repute" as some would say, or directly and unashamedly attached to the temple itself.

Relationship with Other Deities and Faiths: Beliaar is liked and well-respected by most of the goodly-aligned powers, even if the lawful powers tend to regard him with good-natured exasperation by his way of leaving much of what he does to mere chance instead of good planning. His parties and revels are the stuff of legend, as he likes to regard himself as the ultimate party host. During such revels he is always on the move, making sure that his guests are enjoying themselves. He and Sif have a close friendship, as the two powers and their faithful tend to be arbiters of contests between mortals and gods alike. He and Thor treat each other like brothers, and this deep respect and friendship extends to their faithful in regard to one another. Diulanna tends to regard the Father of Good Fortunes with some scorn, as Diulanna believes that Beliaar is flighty and happy-go-lucky, and is too reliant upon chance and does not work hard enough for what he gets. On the other hand, Beliaar thinks that Diulanna is humorless, far too serious and does not know how to relax, and that she should be consorting with the dwarven powers since her demeanor is almost akin to theirs. This mild dislike tends to spill over into dealings between the two faiths as well.

Beliaar tends to work subtly against the machinations by the evilly-aligned powers, though he is not above direct confrontation if all other avenues fail. They tend to avoid him however, as their plans and schemes tend to go wrong quickly when he is directly opposing them.

Major Centers of Worship: One might think that one of the larger nations like Thyatis would be the center of Beliaar's worship, but that is not the case. When Stefan Karameikos sold his ancestral lands in Thyatis in order to carve out his own kingdom in what was Traladara at the time, the high priestess of the temple in Thyatis City, an Alphantian expatriate, saw her own opportunity to take her own risk and build a new temple to the Fortunelord from the ground up. When Stefan allowed the influx of Thyatian nobles into what is now being called the Grand Duchy of Karameikos, Nanilith Salinthas took several underpriests and journeyed west, winding up in the logging town of Threshold. After gaining somewhat reluctant permission from Baron Sherlane Halaran and construction of the temple was completed, the popularity of Threshold with adventures exploded practically overnight. So it came to pass that in this medium sized town of eight thousand people Beliaar's center of worship resides.

Affiliated Orders: There are more than a few adventuring companies who do good deeds in the Fortunelord's name. These bands usually journey far and wide, going where few dare to tread to right wrongs and smite evil wherever they find it. It is not unusual for a temple to have an adventuring group directly attached to it for courier work or to escort people of import to the clergy from place to place, as well as allowing such a group to find their own fortunes along the way. It is dangerous work most of the time but seeing as most of such groups, bands or companies are devout worshippers of Beliaar, it works well for all involved.

Priestly Vestments: Most of the clergy wear either functional clothing or ceremonial robes when on temple grounds, all done in shades of blue. Priests are usually ranked by the shade of blue they wear, ranging from a deep azure for initiates and low-level priests, ranging in lighter shades all the way up to a robin's egg blue for high priests.

Adventuring Garb: Most adventuring and travelling priests wear whatever is most comfortable for them and their tastes, but their garb is always in the aforementioned shade of blue to denote their rank. Also, the coin denoting their faith to the Fortunelord is to be displayed directly over their heart. While most priests have a physical coin as their symbol, some priests have gone so far as to have a coin tattooed to their skin directly over their heart.

Followers and Strongholds: The followers are received at 7th level, and consist of one 5th level priest, three 3rd level clerics, and sixteen 1st level clerics of Beliaar. The priesthood will pay for half of stronghold construction. While it is not required, most temples to Beliaar have some sort of gambling hall attached to the temple proper.

Other Limitations: None.

All priests of Beliaar receive religion and gaming as bonus proficiencies. The clergy consists of almost every race on Mystara, with both sexes equally represented. Almost every one of their temples are constructed in towns or cities of large size (minimum population of 5,000) and usually have gaming houses attached to them, which are also run by the priesthood. They are more interested in letting their customers have a good time than in either making them rich or parting them with their coin; that is left up of the Lord of Fortunes himself. The odds do tend to favor the house, but only slightly. Beliaar is widely popular with adventurers, and most at least pay him lip service if not revere or worship him outright.

Specialty Priests (Luckbringers)

Requirements: Dexterity 14, Wisdom 15

Prime Requisite: Dexterity, Wisdom

Alignment: CG

Weapons: All bludgeoning weapons

Armor: Any.

Major Spheres: All, chaos, charm, creation, divination, healing, necromantic, protection, summoning, travelers.

Minor Spheres: Guardian, sun, wards, weather

Magical Items: As clerics

Required Proficiencies: None.

Bonus Proficiencies: Religion, gaming.

Luckbringers may modify any one die either up or down by one. This ability must be declared for use before the die is rolled and is considered the true number rolled. This ability may be used once per day.

At 3rd level, luckbringers may cast **moment** (Tome of Magic, pg 60) once per day.

At 5th level, luckbringers may cast **favor of Beliaar** (**favor of Tymora**, Faiths & Avatars, pg 168)

At 6th level, luckbringers may re-roll an unsuccessful die roll (whether it be an attack, saving throw, ability check, etc.). This power can only be used once per day, and they gain one more re-roll every six levels.

At 7th level, luckbringers may cast **feat** (Faiths & Avatars, pg 168), **probability control** (Tome of Magic, pp 83-84), or **lower resistance** (Tome of Magic, pg 34) once per day.

At 10th level, luckbringers may cast **luckbolt** (Faiths & Avatars, pp 168-169) once

per day.

At 15th level, luckbringers have the ability to automatically succeed at one saving throw that would avert a harmful or damaging effect for themselves once per day. The use of this ability may be used to grant a saving throw score of 15 versus harmful effects which do not allow a save. If damage is generated by the effect it is halved on a successful saving throw. If a detrimental or harmful effect is generated, it is negated by this ability. If both a harmful effect and damage result, then the damage is halved and the effect negated.

At 20th level, luckbringers have the ability to ask Beliaar for **divine inspiration** (Tome of Magic, pg 106) once per week.

Special Spells: Favor of Beliaar, Feat, Luckbolt.