

The Elemental Rulers

the Melnibonean Elemental Pantheon for D&D3e by M Jason Parent (hound@ambient.on.ca)

Krakatal, Lord the Fire Elementals

Krakatal, Lord of Fire, is a force of destruction. He alone of the Elemental Rulers is like unto the Lords of Chaos, and he alone demands human souls as the price of cooperation. He rejoices in the unrestrained spread of flame.

The temples of Krakatal are palaces like those of Straasha, but wherever Straasha has water, there is fire. Thousands of candles and braziers burn endlessly within these halls. In this heat he priests wear little more than loinclothes, and their bodies are scarred and branded from the kisses of flame.

Krakatal is the patron of mining, smelting and smithcraft. He is a patron of warriors in their aspect as destroyers and the patron of wizards. He is also a patron of medicine, because flame can be used to cauterize wounds and to burn away impurities.

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Fire, Strength

Worshippers: Any

Favoured Weapon: None

Grome, Lord of Earth Elementals

Grome is represented as greedy and none too clever. Grome has great powers of movement and magic that do not rely much on the fore-brain.

On the outside his temples are simply a huge mound of dirt, often covered with growing plants and sometimes serving as a park. On the inside they are a mass of dark tunnels and secret rooms, with a single large chamber just inside the entrance for conducting ceremonies and offering sacrifices. The priesthood collects precious metals and stones for their elemental master.

Grome is the patron of farmers, architects, smiths, jewellers, potters and undertakers. He is concerned with the fertility of the earth and the production of fine material objects.

Alignment: Lawful Neutral

Domains: Earth, Law, Plant, Strength, Travel

Worshippers: Any

Favoured Weapon: None

Lassa, Lady of the Air Elementals

Lassa, lady of Air, has countless minions arrayed in subkingdoms below her. She rules most of the fae as well as the Storm Giants and many others. Her servants are the trees and the other plants, for when she wants a great wind, she causes all the trees to bow and sway and drive the air before them.

Her temples are always at the highest location in a city, and are a number of roofless rooms with walls of white marble. Priests of Lassa are forbidden to block out the sky except with a light screen of cloth or canvas for protection from the sun and rain, but never from the wind. At the very top of the temple is a little platform from which sacrifices (often diamonds, feathers and leaves) are hurled out into the sky.

Lassa is the patron of singers, orators, nobles and kings. She also favours hunters, glassmakers and fine craftsmen. She is often also worshipped by traders, explorers and other far-wanderers.

Alignment: Chaotic Good

Domains: Air, Good, Luck, Plant, Sun

Worshippers: Any

Favoured Weapon: None

Straasha, Lord of Water Elementals

Straasha is made to be a patron of the arts. Little Ruler's personality. He is temperamental like Ruler's personality. He is temper deep, other times destructive and loud.

Straasha's temples are always near water, and use this water to best effect beautifying the water. They take the form of a fair palace with tall columns and curving walls. It involves ritual bathing, cleaning and even involves ritual bathing, cleaning and even

Straasha is the patron of fishermen, sailors, la painters and to a lesser degree, farmers.

Alignment: Lawful Neutral

Domains: Healing, Law, Protection, Storms*, Water

Worshippers: Any

Favoured Weapon: None