

Nadezda

Lawful Evil Deity

God of Conquest, Sadism, Addiction & Pain

Appears as a tall, upright, young male noble in plate armour carrying a glowing red hot brand.

HP: 124 (HD:15d12)

AC: 25

Move: 50ft

S:19, I:18, W:19, D:17, Con:20, Cha:19(10 to non-believers)

Attack: Brand +3 (2d12 crushing damage, + 2d6 burning damage), Burning Spear (actually +3 spear with a burning brand warhead, 2d10+3 damage), +2 Longsword of Burning (2d8+2 dam)

Defence: Immunity to Fire, Spell resistance: 50%

Save: P, M

Special: has the spell like ability Fireball (cast at 10th level) twice per day

Nadezda's symbol is the brand, always red hot and ready to impress his mark upon the back of a new follower or upon the face or torso of one marked for sacrifice. His clerics and priests carry symbolic brands and will also employ these as weapons (all his followers will have a brand mark upon their back, between the shoulder blades. Some followers use the scar tissue here as a form of augury - reading the branded flesh for guidance or instruction).

Worship takes the form of organised ceremony on a regular basis, wherein a congregation is gathered to offer praise, confession, ritual humiliation and prayer. The outer form of worshipping Nadezda is conservative, often even respectable - great buildings, churches and cathedrals are built by donation, endowment and subscription, often in wood, but in some cases in stone. The buildings of other (conquered) religions are also appropriated and turned over for use by the Church of Nadezda. The worship of Nadezda is the state religion of

Doggerland under High King Vendelin 'Snagtooth', himself a high initiate. The marriage of church and state power has unified his kingdom under a tyranny of fear and obedience.

Whilst the outer worship is restrained and royally appointed as a means of control, true initiates and followers of the mystery rites at the heart of Nadezda's system, undergo ritualised tests and initiations, often involving fire. The subject raises her pain-threshold through regular exposure to burning and cutting of the flesh, and in so doing wins favour with the deity. Sacrifices are also made, of captured slaves, unbelievers and heretics. In the ongoing conflict between Doggerland and Rigerland, it is the refugee 'Free Churchers' who are the main object of Nadezda's ire, and the best sacrifices for his followers to offer up. In the name of Nadezda Bishop Ottakar Blentis, under Vendelin's aegis, declares a crusade against the heretics. Addictions are held as sacred to Nadezda, and in particular, the addiction to the pain of self-injury is seen to be a mark of devotion. Alcoholism and substance dependencies of all kinds are also viewed as holy - humbling the subject before the true object of addiction, Nadezda himself.

Great public burnings occur regularly in towns and villages of the whole region, as refusers and those declared heretics are burned alive, often after extensive torture and bloodletting. No cruelty is too subtle for Nadezda to overlook.

Nadezda himself is the youngest son of the lost father deity Aed, the northern form of the All-Father, and the goddess of the dawn of time, Ixchii, Elven-Lady of the Ice. Apparently abandoned at birth, Nadezda grew to despise his parentage and by dedicated self-transformation, over many aeons, arose as a thoroughly evil fire deity, bent on conquest in his own image, with a highly evolved delight in power and sadism, causing pain and addiction. Nadezda believes himself to be the 'coming god' who will usher in a new age of dominion and pain on earth, and demands a strict code of evangelism from his followers. He is of course utterly deluded, and is in actuality a rather ordinary minor evil deity, marked by an excess of narcissism and a sense of unusual dedication to the creativity around causing suffering.

Followers: The Royal Family of Doggerland, clerics of LE alignment, those hungry for domination and power, all those of a sadomasochistic disposition