

# VAYU

## Lesser Goddess of Travelers and the Wind

<b>EPITHETS:</b>	The Zephyring, Kazeno Megami
<b>DOMAINS:</b>	Skies, winds, explorers and travelers
<b>SYMBOL:</b>	A nephrite runestone with a spiraling wind sigil
<b>ALIGNMENT:</b>	Lawful
<b>ARMOR CLASS:</b>	13
<b>HIT POINTS:</b>	75 (10 Hit dice)
<b>ATTACKS:</b>	1 × weapon or spell
<b>TO HIT:</b>	+8
<b>MOVEMENT:</b>	180' (60'), fly 1200' (400')
<b>SAVE AS:</b>	Thief 10
<b>MORALE:</b>	8
<b>TREASURE TYPE:</b>	H x2, Equipment
<b>XP VALUE:</b>	N/A

**EQUIPMENT:** Vayu is armed with a thin-bladed sword in the eastern style, which she keeps tucked behind her back right above her tail feathers. It acts as a *short sword +3, +5 vs. dragons*. While she has no hatred of dragons, she has often battled against evil dragons for rulership of the skies. Her armor class comes from an excellent dexterity, and not from any equipment worn.

**CREATION:** Vayu can create certain items related to wind. She can bless water into holy water with a touch, creating up to one gallon per three turns. She can create various magic items as well, *potions of flying* and *gaseous form*, *censers of elemental commanding (air)*, and various magical boots (*levitation*, *striding and springing*, etc... all of which she cannot wear herself).

**DIVINE POWERS:** In addition to the standard powers and abilities of a lesser god (as per your game's specific rules), Vayu conjure winds of any strength, and can *Control Weather* or *Conjure Air Elementals* at will.

Vayu acts as a 10th-level thief in battle, but can cast spells as a 6th-level cleric. She has 90' of infravision.

Vayu is a wind goddess who watches over explorers, travelers, and members of the harpy species who wish to be more than simple-minded base monsters. Vayu is also a goddess of adventure, with a love of discovery and seeing what's over the horizon. She loves birds, particularly colorful songbirds, and her temples often have aeries dedicated to their care. Vayu's



temples provide all the standard church services, as well as messenger services via trained carrier pidgin. Her dedicated priests above the rank of curate are all trained falconers.

Vayu is a youthful and spirited harpy with bright green plumage and short sporty hair. As a harpy, she has little to no sense of modesty wearing only a light smock that barely covers anything, and does so only out of courtesy for those burdened with a sense of shame. Beyond her flashy colors, Vayu cares not for jewelry and wears only her runestone as an amulet. She is energetic and unpredictable; but never unkind.

Vayu will travel among mortals as a map-making explorer, in a guise that is almost a half-elven version of her true self. Colorful, energetic, and lacking common modesty. She may aid the player characters with advice framed from the perspective of a veteran adventurer, or gift them with maps (including *treasure maps*) if she comes to like them.