

Annam

(All-Father, the Prime, the Creator, the Great Creator, the Progenitor of Worlds)

Greater Power of the Outlands and Ysgard, N

PORTFOLIO:	Magic, creation, knowledge, fertility, philosophy, meditation, the Jotunbrud
ALIASES:	Aurgelmir, Ymir
DOMAIN NAME:	Outlands/the Hidden Realm and Ysgard/Gudheim
SUPERIOR:	None
ALLIES:	Diancastra, Grolantor, Grond, Hiatea, Iallanis, Othea (dead), Skoraeus Stonebones, Stronmaus, Surtr, Thrym
FOES:	Memnor, Ulutiu, Vaprak
SYMBOL:	Two hands, wrists together, with fingers facing downwards
WOR. ALIGN.:	Any

Annam (AHN-ahm) the All-Father is the powerful creator deity of the giants, and sire to the Jotunbrud and their deities. He is said to be the first of the deities, the oldest being in existence, and supposedly even created the elements with which all of creation is built. His merest thought is said to spin off worlds on the Prime Material Plane and his greatness unfolds itself across all time, planes, and worlds. Some giant aesthetes, especially amongst the storm giants, see the All-Father as an eternally sleeping dreamer, whose subconscious thoughts shape and form the worlds of the multiverse.

The giants speak of Annam as always existing, before all other things, or having helped himself into being at the very beginning of the multiverse. Some stories say he was spawned from the merging of the concepts of Law and Chaos at the beginning of time to balance and rule the two forces. Dragons claim Annam was formed from the first drops spilled of Io's blood after the Ninefold Dragon created the Shadow Void, thus asserting the pre-eminence of their creator deity over that of the giants'. Followers of the Aesir draw a connection between the forbearer of the giants in their own myths with that of Annam, and refer to the All-Father as Ymir or Aurgelmir. In their telling, Annam was created from the confluence of the fires of Muspelheim and the icy cold of Niflheim; while there are some parallels between Annam and Ymir, giants scoff at the myth and claim it is a corruption of the true events designed to inflate the position and importance of a minor upstart pantheon.

Annam is a dual-natured deity. On the one hand, he is an omniscient god of learning and philosophy, wise enough to choose not to know certain things. On the other he is a vigorous and fertile god for whom extensive contemplations have little attraction, and he is prone to mistakes of judgment when controlled by his instincts. He has come to realize that his exclusive preference for male offspring was a mistake he was too late in correcting, which may have been what allowed evil to arise in his creation, twisting the hearts, minds, and bodies of both mortal and immortal giant alike. The endless bickering of his sons, coupled with his lack of a wife who is his equal despite all of his conquests and consorts have left him with weariness and a deep-seated depression; as such he has withdrawn from the tasks of maintaining the pantheon and events on the Prime Material and left his former home of Gudheim in Ysgard. Annam spends his time in the endless empty halls of his hidden castle of crystal spires in pocket demiplane attached to the Outlands, watching the movements of an enormous orrery that perfectly models the motions of all the crystal spheres and the worlds they hold and all the planes of existence. No other being can locate, let alone enter, this castle without his express permission, not even Stronmaus.

Annam is nominally head of the Ordning, although he has ceded much of the duties to his firstborn son Stronmaus and his daughter Hiatea. Thoughts of his son and daughter fill him with pride and contentment, for they represent the very best of his creation. The All-Father holds similar feelings towards his other daughters Iallanis and Diancastra, but at the same time they are reminders of missed opportunities, daughters whose births he'd prevented or altered, leading him to thoughts of his more disappointing progeny, such as Thrym and Surtr. Cruel, hateful, self-centered, and obsessed with battling the young upstarts who reside in Asgard, Even Skoreaus disappoints his father due

to his stony and withdrawn nature, although his skill at craft and sculpture makes him a comparative bright point next to his brothers Surtr and Thrym. It is sometimes said the birth of the twisted runts Grolantor and Karontor were the turning point for Annam, when he ended his focus on divine children and sired the resulting races of mortal giantkind, returning only to sire Iallanis once Hiatea appeared and proved herself worthy of her inheritance. Details of Annam's many affairs and consorts are sparse, with rumor taking the place of concrete information in many cases. It is said that Vaprak is his son by an evil goddess of illusion, with Cegilune, Baba Yaga, or Ysshara being the most common deities mentioned. In the time after most of his divine children were born, he travelled amongst the worlds of the Prime Material Plane, fathering mortal giants on minor divinities, such as the demigoddess Othea on Toril. The giants of that world attribute Annam's withdrawal to a bargain he struck with Othea after discovering her serial infidelity with the likes of Vaprak and the minor arctic power Ulutiu; the terms of this bargain supposedly keep him from interfering in the affairs of the Jotunbrud of Realmspace until a time that his offspring have restored the glory of the ancient kingdom of Ostoria. Such tales can be found across the multiverse, indicating there may be more than a grain of truth to them.

Annam maintained few alliances with other powers even before his self-imposed exile. He had distant but cordial relations with the patriarchs of other pantheons, such as Corellon of Arvandor and Moradin of the Morndinsamman, although these relationships were as one leader to another and never rose to the level of alliance, nor did the All-Father truly respect these younger and less powerful beings. Infrequently he has had to intercede with the heads of these other pantheons to end or ward off disputes engendered by his more selfish children. Much like his lack of alliances, Annam has few true foes; to a great extent he feels harboring long-term enmities towards those weaker than himself are beneath him. However, that is not to say he holds no negative feelings towards other powers. In particular, he holds Vaprak and Ulutiu in high contempt for their part in Othea's betrayal which lead to her eventual death. Similarly, he loathes the insidious evil of Memnor for his corruption of the cloud giants and his attempts to undermine and usurp his authority. The only deity he may truly respect and consider an equal is the great dragon god Io; such is their power that myths and legends speak of the day the two engage in physical combat as the day the multiverse is destroyed. Only once before have the two met to end a dispute; in the days when giants and dragons were still young, supposedly even before the elves were born, a great war waged between mortal giants and dragons that stretched across worlds and planes. In order to resolve the conflict, Io and Annam played a great game of strategy that lasted for a century or more, but in the end neither deity could gain the upper hand and the game ended in a stalemate, thus ending the war with no victor.

Annam sends an avatar to the Prime Material Plane on only very rare occasions. Such occasions usually herald an event of great consequence that will alter the course of history on a continent or an entire world. He has witnessed such events on a myriad of worlds, from the Storms of Undeath to the Zephyrs of Unbecoming. He watched as the Baklunish and Suloise empires destroyed each other in the twin cataclysms of the Invoked Devastation and the Rain of Colorless Fire on Oerth. He was present for the destruction of Borka in Greyspace at the hands of the Elven Imperial Navy during the first Unhuman War, and watched as the hubris of the King-Priest of Istar caused the great Cataclysm on Krynn. He observed the destruction of the old gods of Aebrynis and the apotheosis of their champions at the Battle of Mt. Deismaar. He was witness to Karsus' Folly and the Fall of Netheril on Toril, and giants say it was his timely intervention that allowed Mystryl to revive as Mystra and remake the Weave. He walked Toril in avatar form during the Time of Troubles, but specifically avoided being seen by mortals and avatars alike, observing the deaths of Bane, Bhaal, Myrkul, and Mystra. Annam virtually never interferes in such events and does not allow himself any foreknowledge of the course history will take, preferring to simply observe the events in silence. Of note, Annam recently had an extraordinarily rare personal interaction with mortals, recovering his hand axe *Sky Cleaver*, left long ago on Toril, from the firbolg Tavis Burdun, saving him from certain death as he foiled the plans of the All-Father's last remaining mortal son, Lanaxis.

Annam's Avatar (30-HD Giant, Fighter 40, Cleric 40, Mage 36)

Annam appears as an enormous giant of staggering size with long white hair and an equally long beard. His eyes are dark blue, but a close look will reveal small twinkling lights, like stars in the night sky. He wears a long flowing robe of midnight blue, belted with a cord of gold and silver strands. He casts spells from all spheres and schools.

AC -6; MV 21, FI 36 (MC: A), Sw 18; HP 351; THAC0 -10; #AT 2
Dmg 7d8 (fists) or 6d6+19 (*Runestaff* +5, +14 STR) or 6d6+19 (*Sky Cleaver* +5, +14 STR)
MR 70%; SZ G (60 or 100 feet tall)
STR 25, DEX 18, CON 24, INT 22, WIS 23, CHA 23
Spells P: 17/16/16/15/15/14/12, W: 8/8/8/8/8/8/8/8
Saves PPDM 2; RSW 3; PP 4; BW 4; Sp 4

Special Att/Def: Annam typically wields no weapons in combat, preferring to use his magical abilities or striking with his fists. On occasion he uses *Runestaff*, a *staff of power* +5 carved with every known magical rune (see *Giancraft* or *HR1: Vikings Campaign Sourcebook* for example runes). All spells cast by this staff are at double range and area of effect, or large enough to cover a creature of Annam's size (it creates *darkness* with a radius of at least 60 feet for example), whichever is greater. It is always fully charged and carries an additional 1d4 *wishes*, and stuns any living creature struck (even those normally immune) for 1d4 turns. Annam is immune to the retributive strike of this staff, and can craft a new one in one week's time. The retributive strike range is 400 feet, and damage is scaled accordingly. Annam recently reacquired *Sky Cleaver*, a *hand axe* +5. Created by Skoreaus Stonebones as a gift to his father, this axe has a blade of obsidian bound to an ivory haft with golden twine. On the haft is carved various scenes of giantish mythology: Stronmaus smashing moons with his mighty hammer, Hiatea thrusting her flaming spear into the heart of a fifty-headed hydra, and Iallanis joining the hands of Memnor and Karontor in brotherly love. When the ancient giantish word "cleave" is uttered, *Sky Cleaver* can "cut to the heart of any matter." When used in combat, this allows the axe ignore all protections a creature has, be they natural or magical. All creatures are treated as if they have an AC 10, and any magical protections (*stoneskin*, *protection from magical weapons*, etc.) are ignored. If Annam wishes, *Sky Cleaver* can dispel all illusions within a 200 yard range if it is swung in the air while the activation word "cleave" is uttered. Finally, the same process can reveal a vital truth about the situation at hand (hidden motivations of a creature or group, the cause of an event, etc.) if the All-Father so desires; this power can even be used to reveal fundamental truths about the nature of the multiverse. All of these powers are usable by mortals should they be strong enough and of a size appropriate to swing the axe, and know the activation word; however, prolonged contact with this artifact leads to a deep paranoia about others wanting its power, and actual use of the powers causes extensive aging and disfigurement.

Annam can cast the following spells twice per day with a simple wave of his hand (initiative modifier +0), each at the 40th level of effect (with a 200 yard range if not already greater): *Bigby's crushing hand*, *earthquake*, *telekinesis* (up to 2000 lbs.), and *wall of force* at double the size.

Annam is immune to energy draining, strength draining, mind-affecting magic, petrification, paralyzation, death magic, and weapons below +3 enchantment. He has one significant weakness, however: a damaging blow struck directly on the crown of his head (requires a called shot with a -8 penalty to hit) will stun him for one round, plus one-half round for each point of bonus damage the attacker has for exceptional Strength or higher, rounding down. Thus, the blow from a creature with a Strength score of 18/99 would stun Annam for 3 rounds (1 + 5/2, rounding down).

Other Manifestations

Annam's manifestations are extremely rare, as he takes little interest in the activities of mortals on the Prime Material Plane, outside of world-shaking events. In extremely rare cases he may send a precognitive vision to a giant in an important position in the local Jotunbrud society, such as those he sends to his priests upon gaining 10th level (see below). If moved to great emotion by an act of incredible bravery or treachery, he

may manifest as *heal*, *regenerate*, *restoration*, *earthquake*, or *weather summoning*. In the All-Father's rarest manifestation, he brings a follower or followers to him directly, pulling them into a pocket dimension that can only be described as "the whirling emptiness between stars, filled with wind that shined like light and radiance that boomed like thunder." No mortal brought to this place can possibly describe it fully. In this place, Annam speaks directly to those he brought there, usually to correct some significant path a follower is on, or to issue a special pronouncement or judgment.

Annam is served by baku great ones, elementals, para-elementals, and quasi-elementals of any sort, hakeashar, magic golems, lillendi, nishruu, normal and magical owls of all sorts, and translators. He displays his pleasure in the smell of fresh cut spruce, the sizzle of lightning, and the howl of a lonely wind sweeping over an endless glacier. He manifests his displeasure as elaborate curses, such as endless voices reciting the failures of the one who has displeased him.

The Church

CLERGY:	Clerics, specialty priests, monks, wizards, runecasters
CLERGY'S ALIGN.:	LG, NG, CG, LN, N
TURN UNDEAD:	C: Yes, SP: Yes, at priest level -4, Mon: No, W: No, Run: No
CMND. UNDEAD:	C: No, SP: No, Mon: No, W: No, Run: No

All clerics, specialty priests, and monks of Annam receive religion (giantish) as a bonus nonweapon proficiency. On most worlds, the blood of elder giants or kings must flow through the veins of any member wishing to join the clergy. In addition, Wisdom and Charisma scores of 15 or better are required to join the priesthood, regardless class. After achieving 10th level, priests of the All-Father receive a precognitive vision from Annam. This precognitive vision reveals a coming truth about the priest's tribe or all the giantish races in a particular region or the entire world. Such visions could herald the coming of a great hero or warn of an impending invasion; in any case, the priest always knows the source of the vision and has no doubts of its importance.

Ever since Annam's self-imposed exile from Gudheim, dedicated priests of the All-Father have been quite rare, although almost all giants honor him. His priesthood is generally only found amongst the greatest and oldest of storm, stone, cloud, and fog giant tribes and kingdoms, or any kingdom or confederation composed of multiple giantish subraces. Here they tend to assume roles of leadership, with the mantle of king often being bestowed upon a singularly powerful and charismatic priest. Even amongst tribes that have no clergy of Annam, with the exception of those who follow Memnor, he is acknowledged as the chief of the pantheon and his priests are respected, if not necessarily obeyed. In areas with a large number of different giant subrace populations, the All-Father's priests may act as spiritual guides to the other clergies, as well as a moderating force on inter-racial conflict.

Temples dedicated to the All-Father are found on many worlds, but are more often than not now in ruin. Annam's withdrawal from the day to day activities of the Jotunbrud has resulted in a substantial decline in his clergy throughout the multiverse. In all cases, they follow similar plans, however, and are usually long colonnaded buildings with ceilings high enough for the All-Father's avatar to stand in unhindered. Giants speak of these temples as being the direct inspiration for the design of the favored temples of the Olympian gods, although this is of course disputed by that group of deities. The temples are frequently built on flattened mountain peaks allowing a view of the surrounding land. Shrines can be found amongst most giant tribes, although they tend to take on characteristics of the individual subraces.

Novices of Annam are known as the Blooded, while full priests are called High Wise Ones. They eschew individual titles, although each knows their place in the hierarchy. Ranking within the clergy is determined by a complex formula based on personal power, height, and bloodline. Younger priests refer to the elders simply as Lord Brother, while the elders call the younger priests Young One. Organized priesthoods of the All-Father don't exist on every world; sometimes, only individuals are called to his service. In such cases, the individuals are almost invariably part of an ancient, elder, or royal giantish lineage, becoming powerful lords or kings. The bulk of Annam's priesthood is

composed of specialty priests (52%) and clerics (32%), with the remainder made up of wizards (6%), runecasters (5%), and monks (5%). The clergy of Annam consists of storm giants (47%), cloud giants (35%), stone giants (10%), fog giants (5%), and various other giantish races (3%). Lesser giants, such as hill giants and ettins, and those often called “kin” (firbolg, verbeeg, etc.) are never called to his service. The priesthood of Annam is wholly male. They long held a low opinion of females in positions of power; while these opinions have generally dissipated with regards to political power, they maintain the tradition of disallowing female clergy.

Day-to-Day Activities: Leading and guiding other giants is the prime duty of Annam’s clergy, wherever they are found. Many are driven to greatness and status, as well as the creation and acquisition of magical prowess and powerful magical items. They are expected to have grand but achievable goals and inspire their fellow giants to greatness. They are also seen as wise guardians of knowledge, and hold deep counsel for those in search of answers. Striking another giant except in self-defense is considered a grave offense for the clergy of the All-Father; doing so is grounds for divestiture. The taboo against striking a fellow giant is so strong that most members of the clergy undergo the divestiture process willingly. If magical compulsion is responsible for the physical blow, divestiture is still the most common result, although lengthy periods of atonement are occasionally required instead. In certain mythologies surrounding the All-Father, some of the races reputed to be giants or related to giants (firbolgs, verbeeg, trolls, ogres, etc.) are in reality the progeny of one of Annam’s wives and another deity, such as Ulutiu or Vaparak. On worlds that maintain such beliefs, speaking the name of those deities during a ceremony in honor of the All-Father is an unforgivable crime, punishable with the death of the offender.

Important Ceremonies/Holy Days: The Grand Feast of the All-Father is held on the first day of the first month of each year. This ceremony is observed by most giant tribes, regardless of the presence of Annam’s priesthood; it celebrates the eventual return of Annam to Gudheim, and the coming or returning glory of giantish dominance. Each breed celebrates slightly differently, based on their individual views of the All-Father, although the eating of vast quantities of food is common. Tribes that normally compete violently at other times of the year often put aside their differences during this ceremony, sending ambassadors to attend each other’s celebrations as a sign of unity. Local clergy of Annam typically honors a favored tribe or chieftain by attending their feast. This is considered a great honor for the members for the tribe, and trying to manipulate or bribing the clergy into attending is considered an insult to Annam himself.

Once per month, the high priest of Annam holds a special prayer vigil, honoring the All-Father and asking for his guidance. The clergy encourages troubled members of the Jotunbrud to attend these vigils in hopes of finding the answers they seek and to discuss their problems with the clergy.

In especially tight-knit giantish communities, such as in Hartsvale on Toril, the high priest of Annam holds a special ceremony every two years to invest new priests of the various faiths of the Ordning. The priest typically travels to a dedicated temple within a tribe to perform the ceremony, and it is considered a great honor for the tribe whose temple is selected.

Major Centers of Worship: While once far more common, with the passing of time and his seclusion, many of the great temples of the All-Father have become lost or ruined. Those temples still maintained are usually located within healthy but ancient giantish kingdoms. Typically, those temples associated with ancient giantish populations that no longer have hegemony over a significant area of land have only a small number of priests. One chief priest and two or three minor priests or novices is common. Temples of this sort can be found within the Hartsvale region and the stone giant kingdom of Fuigar on Toril, and the Jotens mountain range on Oerth.

The kingdom of Symnammos on the ring-world of Nivil contains a sole temple to Annam, located far from the capital on the highest peak in the kingdom. It is an immense building of white marble, decorated only with symbols and patterns and star field designs, of silver on dark blue lapis lazuli. The priests who maintain this temple eschew contact with much of the rest of the kingdom, but once per year they undertake a great divination for the king of the land, delivering it with great ceremony to his agents, who in turn bring word of the results to the court. A small

number of wandering monks leave the temple once per decade, searching the lands and peoples for those Annam has marked for his service; only the priests can see this mark, and no more than two will be found on any search. The priesthood welcomes those giants who come seeking direction in their life, but these visitors are uncommon due to the temple’s location.

Affiliated Orders: The Great Creator’s clergy does not maintain any military orders, although there are a small number of monastic orders dedicated to pondering his philosophies and prophecies. Such orders always reside in the most isolated of places, even by giantish standards.

Priestly Vestments: The All-Father’s ceremonial garb consists of expensive robes of a deep shade of blue, sewn with delicate silver thread. They keep their heads bare and grow their hair long and well groomed, although hair and facial adornments are forbidden. Elder priests often grow lengthy beards as well, although this is by choice; junior priests are required to be clean-shaven. They wear intricate silver bracelets with a pattern that signifies their rank and position within the hierarchy. These bracelets are the holy symbol of the clergy; they hold their wrists together so they touch when casting spells.

Adventuring Garb: When traveling or otherwise not performing their ceremonial duties, Annam’s clergy wear garments typical for their tribe or community, although always of the highest quality available; however, they avoid flashy or ostentatious clothing or jewelry. When entering combat, they prefer items of magical protection (*rings of protection, bracers of defense*, etc.) to actual armor, even magical armor, but they are not averse to wearing such if necessary.

Specialty Priests (Stormazîn)

REQUIREMENTS:	Wisdom 17, Charisma 16
PRIME REQ.:	Wisdom, Charisma
ALIGNMENT:	NG, LN, N
WEAPONS:	Any
ARMOR:	Any
MAJOR SPHERES:	All, astral, charm, combat, creation, divination, elemental (all), guardian, healing, plant, protection, summoning, sun, thought, time
MINOR SPHERES:	Necromantic, weather
MAGICAL ITEMS:	Same as clerics
REQ. PROFS:	Ancient History (Giantish)
BONUS PROFS:	Astrology or Astronomy (PO:S&P)

- Stormazîn (the term is both singular and plural) must be cloud, fog, storm, or stone giants, and have the blood of ancient giant lineages (DM’s decision).
- Stormazîn may not multiclass.
- Stormazîn cast spells from the sphere of Creation as if they were two levels higher.
- Once per day, stormazîn can cast *stoneskin* (as the 4th-level wizard spell).
- At 3rd level, the Charisma score of the stormazîn is raised to 18.
- At 3rd level, stormazîn can cast *enlarge* (as the 1st-level wizard spell) upon themselves once per day at twice their level.
- At 5th level, stormazîn can start casting wizard spells from any two non-opposing wizardry schools, except necromancy and illusion/phantasm, as defined in the Limited Wizard Spellcasting section of “Appendix 1: Demihuman Priests” of Demihuman Deities. Once chosen, the schools can never be changed.
- At 5th level, stormazîn can cast *addition* or *divination* (as the 4th-level priest spells) once per day.
- At 7th level, stormazîn can cast *age creature* or Annam’s creation (as the 6th-level priest spells) once per week.
- At 7th level, stormazîn age at only half the normal rate.
- At 10th level, stormazîn can cast *earthquake* (as the 7th-level priest spell) once per day.
- Sometime after achieving 10th level, stormazîn receive a precognitive vision from Annam. This precognitive vision reveals a coming truth about the priest’s tribe or all the giantish races in a particular region or the entire world. Such visions could herald the coming of a great hero or warn of an impending invasion; in any case, the priest always

knows the source of the vision and has no doubts regarding its importance.

- At 15th level, stormazîn can cast *Bigby's clenched fist* (as the 8th-level wizard spell) once per day.

Annaman Spells

In addition to the spell listed below, priests of the All-Father can cast the 1st-level priest spell *foresight*, detailed in *Powers and Pantheons* in the entry for Savras, and *impart knowledge*, detailed in *Faiths and Avatars* in the entry for Oghma.

2nd Level

Mystical Orrery (Pr 2; Divination)

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

When a priest casts this spell, he enchants a number of spherical gems to animate and float about in a perfect representation of the planets, moons, and sun in the world's solar system. By doing so, the priest can easily determine the precise time of events such as solstices, equinoxes, high and low tides, eclipses, planetary conjunctions, and the like. The priest is able to determine one such event or detail for every three levels of experience he has obtained. In addition, the priest is able to see if the alignment of the planets indicates whether it would be a good day to perform a specific task or not. The DM should use his own discretion in determining the results, based on the task asked about and events coming up; for example, if a heavy storm was about to break over a settlement, it would not be a good day to work outdoors. The *mystical orrery* can be studied and questioned for one round per level, at which point the gems return to the palm of the caster's hand.

The material components for this spell are a series of spherical, colored gems that are similar shades as the visible planets and the sun. Each gem must be worth at least 100gp, and the gems are not destroyed in the casting. They must be held in the caster's open palm when the spell is cast.

6th Level

Annam's Creation (Pr 1; Invocation/Evocation)

Sphere: Creation
Range: 30 yds.
Components: V, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows a priest to directly create a variety of substances from nothing. Such substances must be inorganic or non-living and in a raw, unworked state. For common materials of average quality (stone, wood, clay, straw, etc.), the priest can create two cubic feet per level. For common materials of higher quality (marble, mahogany, etc.) and common metals (copper, tin, iron, etc.), half a cubic foot is created per level of experience (i.e. one cubic foot every two levels); however, when creating these higher quality materials, there is only a 60% chance of success, plus 1% per level. Finally, the priest may attempt to create rare and valuable materials, such as gold, unworked gems, and the like; he can only attempt to create one cubic inch of such material per level, and has but a 5% chance of success, +1% per level he has achieved. If the priest fails at creating the material he wishes, he must rest for eight hours before attempting to perform any more complicated activities, including spellcasting, due to mental exhaustion.

Material created by this spell appears in a perfectly rectangular shape with dimensions of the priest's choosing, up to the limits of the spell, with the broadest side resting upon a horizontal surface at any point within range. As such, the material cannot appear in midair, nor can it be

created to bridge a chasm, although it could be moved into such a position after it is created. Liquids and loose material (straw, soil, etc.) will quickly lose the constrained shape, but can be created inside a suitably sized container, so long as the priest can see the interior surface clearly. While less material than the limit can be created, it cannot be created in such a way to fill a breach in a cavern wall or replace missing masonry or otherwise fit into an unusually shaped space.

7th Level

Annam's Vision (Pr 7; Divination)

Sphere: Thought
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 giant
Saving Throw: None

With this spell, a priest is able to call upon Annam to grant a prophetic vision to one touched giant. This vision is similar to the one granted to the All-Father's priests upon achieving 10th level. The vision only reveals a coming truth about the giant, his tribe, or their territory, and has no larger scope. It is up to the recipient to interpret the meaning of the vision, although there is no magical or cultural prohibition against consulting others on the meaning of the vision. This spell cannot be cast on priests of Annam, nor can it be cast on any who have been the recipient of this spell in the past.

Casting this spell is extremely strenuous, and ages the priest by five years. In addition, the spell requires and consumes a gem of 500gp value or greater.