

Aasterinian

(The Messenger of Io, the Messenger, Io's Daughter, the Playful, Dawn Reveler)

Lesser Power of Ysgard, CN

PORTFOLIO:	Learning through play, invention, pleasure, travel, journeys, dawn
ALIASES:	None
DOMAIN NAME:	Nidavellir/Brassberg
SUPERIOR:	Io
ALLIES:	Arcanic, Bahamut, Elemtia, Garl Glittergold, Hermes, Hlal, Kereska, Muamman Duathal, Nathair Sgiathach, Nebulun, Tamara, Zorquan
FOES:	Falazure, Task, Tiamat
SYMBOL:	The morning star
WOR. ALIGN.:	Any

Aasterinian (a-ster-IN-ee-in) the Dawn Reveler is the draconic deity who embodies the chaos that new ideas and experiences bring to life. She is seen as the force of change, the element that makes each day different from the last. She is youthfully energetic despite her status as one of the oldest draconic deities, serving her sire Io as a messenger to mortal and divine beings alike, although typically with less decorum than her siblings feel is due such a role.

In her role as a messenger, Io's Daughter maintains contact with all the other members of the draconic pantheon, as well as many deities outside of it. She is well known to the heads of other pantheons, although this contact does not make her an ally to them. In her delivery, she can be impudent and cheeky, but never compromises the meaning of the messages. Timeliness, on the other hand, can be problematic, as she is easily distracted by new or pleasurable experiences; luckily for her, Io rarely makes such messages urgent, and her lateness has yet to cause irreversible harm. When delivering her missives, she is surrounded by a palpable aura of The Concordant Dragon, such that even her true foes dare not raise a claw against her for fear of his retribution.

When left to her own devices, Aasterinian spends a considerable amount of time visiting other powers who delight her sense of curiosity. She has long had a close relationship with Arcanic, sharing in his love of learning and knowledge, although his stuffiness and staid personality can be too much for her to handle for long periods. She visits Bahamut nearly as often; the Platinum Dragon is one of the most well connected deities known to the multiverse and he supplies her with, as she calls it, all the gossip of the planes. Such stays are never particularly long however. Her favorite companions amongst her brethren, at least when on fun-filled romps, are Hlal and Nathair Sgiathach; their pranks and jokes are said to have caused such havoc on one visit to Lendys that he banished the three from ever visiting his realm together, referring to them as the Triple Terror. Outside of the other draconic deities, Aasterinian maintains close ties with her neighbors, the dwarves of Nidavellir, taking on a dwarven form to inspect their new inventions and creations. She is a regular visitor to Muamman Duathal's Caverns of Rest; at least on those occasions when the Finder of Trails is home. She is also known to be a frequent if short term companion on his wanderings, usually in the guise of a young, copper-haired dwarf. Similarly, she is a frequent visitor to the gnomish realms of Nebulun and Garl Glittergold. Finally, she has been a travel companion of Hermes on a number of his exploits having struck up a friendship due to their similar roles as messengers.

Despite her impudence, the Dawn Reveler has not earned the wrath of many other deities. Often this is the case because her actions are too embarrassing to those who might hate her for her actions to act upon them, or give their reasons for their hatred. She is also executorial at diverting blame back onto her targets. The only real exceptions are the deities Task, Tiamat, and Falazure. The former pair resent her role and status, and desire the power Io invests in her as a messenger, although they dare not act against her directly. The Night Dragon, on the other hand, is a special case. Some draconic legends state that Aasterinian and Hlal were once one and the same being, with the Jester being a simple aspect of the Dawn Reveler. In this guise, it is said that she played a particularly embarrassing trick on Falazure, who swore he would hunt Hlal down even if it took him all eternity, and destroy her. In an effort to

not jeopardize her duties, Aasterinian split off her Hlal persona as a fully-fledged power unto herself; while this new deity has served to be Falazure's target, the Night Dragon still considers Aasterinian his enemy. Of course, this may just be a myth; Falazure is known to need little reason to desire the death of another being.

Aasterinian is more active on the Prime Material Plane than most other draconic deities, and would likely be so even if she were not Io's Messenger. As part of her duties, she carries messages to mortal dragons of wyrm status or older, passing on warnings and information from The Nine-Fold Dragon himself. She also carries queries and responses from these dragons back to her sire in his hidden location on the Outlands. When not carrying out her duties, she often wanders the worlds of the Prime Material Plane in avatar form, often in the guise of a dwarf, gnome, or human, examining new inventions and gadgets, and generally getting into trouble due to her desire to shake up the status quo.

Aasterinian's Avatar (Great Wyrm Brass Dragon, Wizard 26, Priest 26)

Aasterinian appears as an enormous brass dragon with a near-perpetual smile. Her turquoise forehead bears a golden eight-pointed star in the center, and her azure eyes twinkle with mirth and a lust for life. She often takes the form of a female mountain dwarf or rock gnome wearing comfortable, nondescript traveling clothes. Aasterinian draws her spells from all schools and spheres save the sphere of law.

AC -10; MV 18, Fl 45 (B), Sw 12, Br 9; HP 226; THAC0 1; #AT 3+special
Dmg 1d8+12/1d8+12/4d6+12 (claw/claw/bite)
MR 80%; SZ G (290 feet—body 165 feet, tail 125 feet)
STR 21, DEX 22, CON 23, INT 22, WIS 21, CHA 24
Spells P: 12/12/12/11/10/9/4, W: 6/6/6/6/5/5/5
Saves PPDM 2; RSW 3; PP 4; BW 4; Sp 4

Special Att/Def: Aasterinian favors dialogue over combat, but does not hesitate to defend herself or her allies if need be. In combat situations, she prefers to keep her distance, using her breath weapons and magical abilities to incapacitate foes before turning to more deadly methods in the face of undeterred aggression. Aasterinian's favored breath weapon is a cone of *sleep* gas 105 feet long, 5 feet wide at her mouth, and 30 feet wide at the base. Those caught within the cone of gas, regardless of Hit Dice or levels, fall asleep for 15 turns unless they make a successful saving throw. Should she feel the need to be more forceful, she deploys her secondary breath weapon, a cloud of blistering heat that fills an area 75 feet long, 60 feet wide, and 30 feet high. Those caught within the effects of the heat suffer 24d6+12 points of damage, with a save vs. breath weapon allowed for half damage. Finally, once per day, Io's Daughter can breathe out a 30-foot radius gas cloud, to a range of 120 feet, that mimics the effects of the priest Quest Spell *spiral of degeneration*. Unlike normal gaseous draconic breath weapons, this persists in the area for 90 minutes. All saving throws made against any of her breath weapons are made with a -4 penalty. Should Aasterinian score a successful bite attack on a roll of 14 or better, she swallows man-sized or smaller creatures whole, instantly destroying them and any items they possess.

The Dawn Reveler can *control temperature* within a 150-foot radius and *create or destroy water* at will. She is able to cast *dust devil* and *suggestion* 6 times per day each, and *control winds* three times per day. Once per day she can summon a noble djinni or 1-3 normal djinn; she usually asks them to perform a service or assist her in a non-combat endeavor; only in dire cases would she ask them to engage in combat, as she does not wish to jeopardize her relationship with the Great Caliph of the Djinn.

Aasterinian's aura of dragon fear extends to a radius of 100 yards. Creatures of up to 4 HD/levels who catch sight of her are automatically affected (as well as all noncarnivorous, nonaggressive creatures with fewer than 25 Hit Dice) and flee for 4d6 rounds. Trained war mounts of 4 HD or more, organized military units, and single creatures with more than 4 HD or levels do not automatically flee. Rather, they are entitled to a saving throw vs. petrification at a -4 penalty. If they fail this saving throw, they fight with a -2 penalty to attack and damage rolls. No one save another deity is automatically immune to her fear effect.

Io's Daughter is immune to weapons below +2 enchantment, as well as all spells below 5th level. She is immune to heat and fire, and takes half damage from cold-based attacks; in addition, she is immune to poison, paralysis, death magic, and mind-affecting and controlling spells and psionics. Within the two hour period surrounding dawn, Aasterinian's Magic Resistance is increased by 15%, and any saving throws made against her spells suffer a -2 penalty, cumulative with any others that may apply.

Other Manifestations

Aasterinian typically manifests as a bright star located near the horizon that guides followers to a place she feels they need to be. Such stars can be seen clearly even during the daytime or in overcast skies, but are only visible to her followers, and they twinkle with a brass or turquoise color. Followers who must travel a long distance on a mission of great importance to dragonkind may find themselves granted the boon or a triple-strength *long flight* spell, or a *haste* spell if combat is preventing them from completing such a mission. Finally, she may *animate sunlight* in order to aid a follower in desperate combat, and can draw sunlight even into the darkest of nights or deepest of caves in order to do so.

Aasterinian is served primarily by a small brass-colored bird known as the dawn swallow; besides the brass plumage, these birds have a turquoise mark on their forehead. Such birds are seen as messengers, and followers carefully interpret their actions to divine the message she is sending. In addition, Aasterinian is served by chaotic dragons and dragon-kin and migratory birds of all types, as well as asuras, azmyths, constellates, fensir, firestars, foo creatures, fremlin, greater and lesser winged cats, hollyphants, light aasimon, lillendi, messenger tasked genies, mountain dwarves, oreads, pegasi, radiance quasi-elementals, radiant mephits, ratatosk, reigar, rock gnomes, sunflies, tinkers, translators, tressym, and will o' dawns. She expresses her pleasure through the discovery of stream-polished turquoise in unexpected places, star sapphires, azurite, and quartz with star-shaped rutilations, as well as blue and orange flowers, particularly morning glories, chicory flowers, and aster flowers. She shows her displeasure in clouds obscuring the rising sun or setting morning star where there were no clouds visible before, any of the afore mentioned flowers that wilt on sight, or turquoise that disintegrates into dust when it is picked up.

The Church

CLERGY:	Dragon-priests, specialty priests
CLERGY'S ALIGN.:	NG, CG, N, CN, CE
TURN UNDEAD:	PD: Yes, SP: No
CMND. UNDEAD:	PD: No, SP: No

All priest-dragons and specialty priests of Aasterinian receive religion (draconic) as a bonus nonweapon proficiency.

Aasterinian is favored by young, curious, and restless dragons, especially amongst the less serious metallic and gem species. Her followers are typically cheerful to a fault, and ever the optimists. Dragons who are flighty and fickle are often said to be "of Aasterinian's brood," whether this is seen as an insult or a compliment tends to vary from species to species. Followers of the Dawn Reveler get along very well with those who worship Hlal and Nathair Sgiathach, and surprisingly well with followers of Arcanic and Bahamut, although their flighty nature can be frustrating to the latter two. Aasterinian's worshipers often secretly befriend followers of gods of invention and travel, using magic to keep their draconic nature a secret through the use of magic.

Temples built in honor of Aasterinian are almost unheard of; many of her followers wander too much to take the time to build them. Shrines are common in places with spectacular views of the rising sun, especially on mountain peaks and ridges. Such shrines are very simple, usually with a clear crystal in the shape of an eight-pointed star designed to catch the sun's light as it rises. Turquoise insets and brass fittings are also common. Magic or natural disguises may be created for these shrines to prevent theft from local humanoids, although they will usually have a subtle design that is instantly recognizable to Aasterinian's followers. Those temples that do exist are usually near locations heavily visited by dragons. They may feature written works and devices discovered by followers, and there is an implicit agreement that such items can be taken

from the temples if suitable replacements are left behind. Any collections are left completely unorganized, much to the chagrin of visitors who follow Kereska or Arcanic.

On most worlds, dragons do not form organized priesthoods, as there are too few of them, and they are far too individualistic. Only worlds with very dense dragon populations or very structured dragon cultures will develop hierarchical priesthoods, and the form they take are likely to be unique to those worlds. Specialty priests of Aasterinian are known as provocateurs. Naturally chaotic dragons are the most common members of Aasterinian's clergy, with brass, copper, crystal, mercury dragons, and weredragons making up the bulk of the priesthood, although dragons of nearly any species may join. Aasterinian's priesthood contains mostly specialty priests (80%), with the rest dragon-priests (20%). Half-dragon adventurers are especially fond of Aasterinian, although none are allowed to join the formal clergy or become specialty priests.

Dogma: Every day is a new beginning; a new day to learn, a new day to have fun, and a new day to cause mischief. Do as your whims dictate, and be unpredictable; life will reward you for it. Always think for yourself, rather than relying upon the opinions and dictates of others. Never take yourself, or others, too seriously. Those who do deserve good natured mockery and embarrassment. Shake up the staid order imposed by others and disturb the status quo; new thoughts and ideas thrive in such environments. Search out new or forgotten ideas and knowledge, and always look for new experiences. Not trusting in yourself and your own capabilities is the worst sin a dragon can commit before Aasterinian.

Day-to-Day Activities: Followers of the Dawn Reveler are curious, flighty, and unpredictable. Things catch their attention easily, and they become bored of them just as quickly. Unlike other dragons, they often spend more time away from their lairs than in them, and they prefer to collect unique and interesting treasures over boring items of great value; an orrery made of brass and simple colored stones is of far greater interest than a platinum ring set with a large diamond. Those capable of changing their shape will often visit dwarves and gnomes to see what new things they've created. In addition, Aasterinian's followers are voracious readers, but their interests are haphazard, and they prefer to know a little about everything than becoming an expert on just one subject; as such they are frequent visitors of libraries and those dragons who hoard knowledge. Lost knowledge fascinates them, and they are quick to go flying off based on rumors of hidden libraries and ruined wizards' towers. In this way they often supply new material to followers of Arcanic or Kereska, once they've finished perusing anything they've found.

Important Ceremonies/Holy Days: Holy days dedicated to Io's Daughter occur during conjunctions between the morning star and other planets. No specific ceremony or observance is held on such a day, although individual dragons or priestly sects may develop a ritual they perform when these events occur. Aasterinian's followers consider embarking on a new journey or beginning a new experience on these days favored by their goddess.

Major Centers of Worship: In Io's Blood Isles, shrines to Aasterinian can be found in many brass, copper, and crystal dragon clans, but the only temple is located in a grotto on the eastern coast of the All Clans Island. Followers of Io's Daughter make a point to spend time there whenever visiting the Council Aerie. The temple overseen by a mated pair of adult copper dragons, Miloraughan and Balliforman, although at any given time, there is a fifty percent chance one of the pair is out exploring or visiting other followers of Aasterinian amongst the other clans. They maintain a reasonably sized library of books, scrolls, and technical documents, although they are completely unsorted and frequently traded to other dragons for materials the pair has never read before. The entrance to the temple is located in such a way that anyone perched at the mouth can watch the rising sun, regardless of the time of year. The interior of the temple was designed and built by dwarves of the Isles, with heavy use of white marble and turquoise accents and brass fittings. Gnomes, and to a lesser extent dwarves, are common visitors to the temple, for their inventions and creations are much appreciated by Aasterinian's followers.

Affiliated Orders: None.

Priestly Vestments: The holy symbol used by the priesthood usually takes the form of an eight-pointed star of gold, brass, or clear crystal set within a brass-bound disk of turquoise, magically bonded into a single piece.

Adventuring Garb: None.

Specialty Priests (Provocateurs)

REQUIREMENTS:	Dexterity 14, Wisdom 12, Charisma 11
PRIME REQ.:	Wisdom, Charisma
ALIGNMENT:	CG, CN
WEAPONS:	Any, but normally a dragon's natural weaponry
ARMOR:	Any, but normally a dragon's natural armor
MAJOR SPHERES:	All, astral, charm, chaos, creation, divination, healing, summoning, sun, travelers
MINOR SPHERES:	Animal, protection, thought
MAGICAL ITEMS:	Same as dragons, clerics
REQ. PROFS:	Debate (<i>CoW</i>), tease (<i>CoW</i>), or trick (<i>CoW</i>)
BONUS PROFS:	Etiquette*

*Note: While the Etiquette proficiency operates normally, provocateurs typically use it to determine what actions or words would most shock an audience or galvanize them into action.

- Provocateurs may be of any dragon species capable of becoming a priest, but naturally chaotic dragons (particularly brass, copper, and crystal dragons) are most common.
- Provocateurs are not allowed to multiclass.
- Provocateurs can cast *light* (as the 1st-level priest spell) once per day per age category.
- Provocateurs can cast *audible glamor* or *taunt* (as the 1st-level wizard spells) once per day.
- At the 2nd age category, provocateurs can cast *messenger* (as the 2nd-level priest spell) or *whispering wind* (as the 2nd-level wizard spell) once per day per four age categories they have achieved.
- At the 3rd age category, provocateurs can cast *idea* or *favor of Shaundakul* (as the 2nd-level priest spells) once per week.
- At the 4th age category, provocateurs can cast *bafflement* or *Bigby's dextrous digits* (as the 2nd-level priest spells) once per day.
- At the 5th age category, provocateurs can *polymorph self* (as the 4th-level wizard spell) three times per day. Each change in form lasts until the provocateur chooses a different form; reverting to their natural form does not count as a change. Provocateurs that have a natural ability to *polymorph* do not gain this ability, even if the natural ability manifests later. In addition, provocateurs using this ability cannot sire half-dragon young on humans, demihumans, and humanoids.
- At the 7th age category, provocateurs can cast *emotion control* (as the 3rd-level priest spell) or *suggestion* (as the 3rd-level wizard spell) once per day each. This rises to twice per day at the 9th age category.
- At the 8th age category, provocateurs can cast *Leomund's lamentable belaborment* (as the 5th-level wizard spell) once per day.
- At the 10th age category, provocateurs can cast *chaotic commands* (as the 5th-level priest spell) or *chaos* (as the 5th-level wizard spell) once per day.
- At the 12th age category, provocateurs can cast *mass suggestion* or *false dawn* (as the 6th-level priest spells) once per day.

Aasterinite Spells

In addition to the spells listed below, priests of Io's Daughter can cast the 2nd-level priest spell *favor of Shaundakul* (known to the faithful as *favor of Aasterinian*), detailed in *Faiths and Avatars* in the entry for Shaundakul, and the 3rd-level priest spell *sunrise* and the 6th-level priest spell *false dawn*, both detailed in *Faiths and Avatars* in the entry for Lathander.

1st Level

Aura of Aasterinian (Pr 1; Abjuration)

Sphere:	Protection, Sun
Range:	0
Components:	V, M
Duration:	1 rd./level
Casting Time:	4
Area of Effect:	Special
Saving Throw:	Special

When this spell is cast, the priest is surrounded in an aura of warm, orange-pink light that extends away from the priest to a distance equal to its fear aura. This aura of light, equal in brightness to the rising sun's light, banishes all magical darkness, shadow, and gloom it comes in contact with, and all creatures who fight with a penalty in sunlight do so within 100 feet of the aura's edge. All those within the *aura of Aasterinian* are immune to magical *sleep*, and any creature already under such an effect of 7th level or less is immediately woken. Against *sleep* effects of 8th level or higher, the *aura* acts as a *dispel magic* at the caster's level. In addition, all allies of the caster who are within the *aura* gain a +1 bonus to all initiative rolls and morale checks.

Creatures sensitive to sunlight who enter the aura of Aasterinian suffer 1 point of damage per age category of the casting dragon; no save is allowed to reduce this damage. In addition, they are affected by the dragon's fear aura even if normally immune. Undead who enter the *aura* suffer 1d3 points of damage per age category of the casting dragon, but the fear aura does not overcome any normal immunity to fear they might possess.

Aura of Aasterinian persists for the full duration unless removed by a *limited wish* or greater effect; *dispel magic* does not suffice.

The material component for this spell is the dragon's holy symbol.

Long Flight (Pr 1; Alteration, Necromancy)

Sphere:	Travelers
Range:	0
Components:	V
Duration:	1 hr./level
Casting Time:	1
Area of Effect:	The caster
Saving Throw:	None

This spell allows a creature to cover a greater distance in a day's flight than it would ordinarily be able to. When invoked, the caster finds she is able to ascend to greater altitude than normal while suffering no ill effects from the thinness of the air and requires no rest breaks during the flight; she also finds herself moving faster than normal. For each level the caster has obtained, she travels 10% further in a day, to a maximum of 200%, while suffering only the fatigue from a normal day's travel. This spell grants no benefits to flight during combat, as it only improves sustained, long distance flight. In addition, while the caster is able to fly higher with this spell, it does not allow them to leave the planet's atmosphere without additional aid.

2nd Level

Aasterinian's Puzzle Box (Pr 2; Enchantment/Charm, Invocation/Evocation)

Sphere:	Charm, Creation
Range:	100 yds.
Components:	V, S, M
Duration:	Special
Casting Time:	5
Area of Effect:	1 creature
Saving Throw:	Special

This spell creates a small brass puzzle box in front of the target, who is instilled with an overwhelming need to open it. The target is granted a saving throw vs. spell to resist the urge to solve the puzzle and open the box; if successful, the box disappears in a puff of smoke. If the saving throw is failed, the creature immediately sits down on the spot and begins to study the box; while focused on the box, they can only perform non-distracting activities, such as answering simple questions, eating food handed to them, or shifting around slightly for comfort. After 1d4 rounds of study, the creature is granted an Intelligence check; if successful, they have managed to solve the puzzle and are freed from the effects; if failed, they will continue to study the box and are allowed an Intelligence check on each subsequent round until they have successfully managed to open the box. The box created by this spell is different every time, and is suited to its target, no matter the size. Once the box is solved and opened, it disappears in a puff of smoke and the target is freed from the effects of the spell.

Creatures of semi-intelligence or lower, as well as those of god-like intelligence, are immune to this spell.

The material components for this spell are the priest's holy symbol and a brass key, which is not consumed in the casting of the spell.

Boon of Morning (Pr 2; Conjuraton/Summoning)

Sphere: Sun
Range: 30 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 5
Area of Effect: 20-ft. radius
Saving Throw: None

When cast, this spell causes a creature to feel awake and alert as if they had just woken up from a full night's sleep. For the duration, they receive a +1 bonus to attack rolls, initiative, and saving throws, as well as a +1 (or +5%) bonus to checks such as the Alertness proficiency or the Hear Noise thief skill. The creature suffers no ill effects from fatigue for the duration, and is immune to spells such as *ray of fatigue*. The affected creature has not slept, and cannot regain memorized spells through the use of this spell. This spell affects an additional creature for every four levels the priest has obtained within the area of effect, as selected by the caster.

The material component for this spell are the priest's holy symbol.

3rd Level

Animate Sunlight (Pr 3; Alteration)

Sphere: Sun
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 60 ft. + 10 ft./level radius
Saving Throw: Special

When this spell is cast, natural sunlight in the area of effect coalesces into individual rays of light, similar to crepuscular rays, which are then able to lash out at foes of the caster. The rays attack as a priest of equal level to the caster, dealing 1d4 points of damage on a successful hit. Against creatures sensitive to light, the rays deal 1d6 points of damage, while undead suffer 2d4 damage per successful hit. One ray is created for every two levels the caster has achieved.

The caster can opt to the rays forgo their normal attacks in a round and instead focus on one creature in a bright blast of light. Victims of such an attack must roll a saving throw versus spell or be blinded for 1d6 hours; for each ray the caster creates, the saving throw suffers a -1 penalty.

The material components for this spell are the priest's holy symbol and a palmful of dust, flour, or other powder than will stay suspended in air for a time; the caster must blow it into the air at the end of the casting.