

ANAHITA

Lesser Goddess of Rivers and Seas

EPITHETS:	The Irriguous, Mizuno Megami
DOMAINS:	Cleanliness, clear water, healing
SYMBOL:	Red starburst within a white starburst, or an aquamarine runestone with three waving lines
ALIGNMENT:	Law (Good)
ARMOR CLASS:	11
HIT POINTS:	75 (10 Hit dice)
ATTACKS:	1 × weapon or spell
TO HIT:	+8
MOVEMENT:	180' (60'), swim 900' (300')
SAVE AS:	Cleric 10
MORALE:	8
TREASURE TYPE:	H x2, Equipment
XP VALUE:	N/A

EQUIPMENT: Anahita is armed with a magic staff; it acts as a *Staff of Healing* and fights as a *Quarterstaff +1, +3 vs. undead*. She wears a *ring of protection +1* (the bonus is included above).

CREATION: Anahita can create certain items related to water. She can bless water into holy water with a touch, creating up to one gallon per turn. She can create various magic items as well, such as *potions of healing* and *water breathing*, *bowls of elemental commanding (water)*, and *tridents of fish command*.

DIVINE POWERS: In addition to the standard powers and abilities of a lesser god (as per your game's specific rules), Anahita can *Create Water*, *Purify Food and Water*, or *Conjure Water Elementals* at will.

Anahita acts as a 10th-level cleric in battle, able to turn undead and cast spells. She will enchant her staff with *Striking* or target powerful undead with *Dispel Evil*. She cannot cast her spells reversed, even in the most dire of circumstances.

Anahita is a water goddess who rules over rivers and seas, cleanliness, and the importance of cleanliness in proper healing. She has a fondness for baths and teaches that a pure heart cannot exist without a clean body. Her temples have free standing pools of clean water, and require that guests wash their hands and feet before entering. Anahita's temples provide all of the standard church services, as well as selling special pills



that when placed into a gallon of water purifies it as if a purify food and water spell had been cast. It is common for the temples to also run bath houses or hot springs.

Anahita appears as a woman in her adult years with bronzed skin and delicate features. She has bright blue eyes and light-colored hair tipped with blue. She is a well proportioned woman, and none too modest about it. She adorns herself in a simple shoulder-tied gown, and gold jewelry. Much like the seas, she is often sanguine; gentle and calm. However, when the winds blow at the worst angles, she can be like a raging tempest.

Anahita will often disguise herself as a simple nun of her own order wandering the land giving succor to those in need. In this disguise she appears as a plain woman in the simple garments of an adventuring cleric (AC 14 due to chain armor). She may aid the player characters with advice, gifts of holy water and *potions of healing* or *water breathing*, or even with her spells.