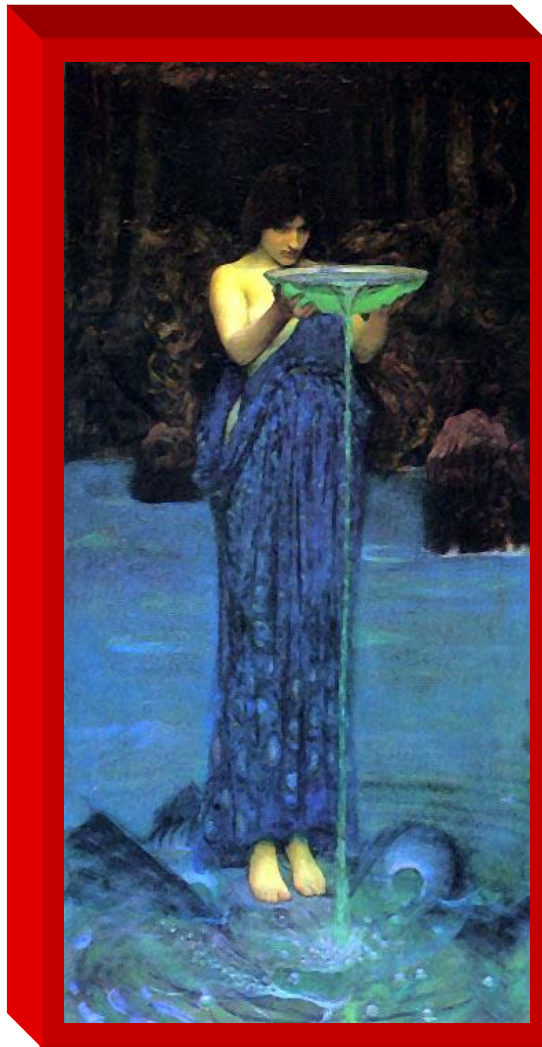


# Glorantha: Cultists



By D. McLaughlin

Gorantha Rulebook 5

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## CULTISTS

This book gives examples of human cultists of different religions and can be used for developing NPCs. Add special and heroic abilities for example to individualise them. Also at higher levels they will often have runemetal, iron or other magical items. For attributes the list assumes that the cultist acquires at least three to five attributes if they are available and the most common are listed.

### Annilla: The Blue Moon School

The Blue Moon School is part of the Lunar College of Magic and provides internal security for the Red Army as well as a corps of magical assassins.

0 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Blue Moon Neophyte	9	11	11	11	10	8					
Armour	None.			Skills		<b>Stealth (S), Killing (S)</b>					
Attacks	Sickle S, Stiletto S.										
Aspect	None.										
Attributes	None.										
Notes	A neophyte of the Blue Moon School.										

1 <sup>st</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Blue Moon Apprentice	9	12	12	11	11	9			1D		
Armour	None.			Skills		<b>Stealth (S), Killing (S), Speed (S)</b>					
Attacks	Sickle S, Stiletto S, Throwing Star S.										
Aspect	Return From Death +3, Damage from Ambush +1										
Attributes	Secret Moon, Invisible Light										
Notes	An apprentice of the Blue Moon School.										

2 <sup>nd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Blue Moon Initiate	9	14	12	13	11	9	1D		2D		
Armour	P.Light (1/1)	Skills	<b>Stealth (S), Sneak (VS), Killing (S), Silent Kill (VS), Speed (S), Evade (VS), Dodge (VS), Academic (S), Athletic (S)</b>								
Attacks	Sickle VS, Stiletto VS, Throwing Star S.										
Aspect	Stealth +1, Killing +1, Return From Death +6, Damage from Ambush +2										
Attributes	Secret Moon, Invisible Light, Cloud Mind, See Magic, Wraithmove										
Notes	An initiate of the Blue Moon School.										

3 <sup>rd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Blue Moon Acolyte	11	16	14	17	12	10	1D	1D	2D		
Armour	Light (2/2)	Skills	<b>Stealth (S), Sneak (Ex), Hide (VS), Killing (S), Silent Kill (EX), Ambush (VS), Speed (S), Running (VS), Evade (Ex), Dodge (Ex), Avoid (VS) Academic (S), Astronomy (VS), Athletic (S), Balance (VS), Climb (VS), Jump (VS).</b>								
Attacks	Sickle MW EX, Stiletto MW EX, Throwing Star VS.										
Aspect	Stealth +1, Killing +1, Return From Death +9, Damage from Ambush +3										
Attributes	Secret Moon, Invisible Light, Cloud Mind, See Magic, Wraithmove, Object Vanishes, Speak Silently, Slow.										
Notes	A greater initiate of the Blue Moon School.										

4 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Blue Moon Runelord	13	21	19	21	17	10	2D	2D	3D		
Armour	Light (3/3) Sup M	Skills	<b>Stealth (S), Sneak (MA), Hide (Ex), Pick Locks (VS), Disarm Traps (VS), Killing (S), Silent Kill (MA), Ambush (Ex), Poison (VS), Set Traps (VS), Speed (S), Running (VS), Evade (MA), Dodge (MA), Avoid (VS) Academic (S), Astronomy (Ex), Religion (VS), Athletic (S), Balance (Ex), Climb (Ex), Jump (Ex), Magic (S), Social (S), Leadership (VS), Persuasion (VS).</b>								
Attacks	Sickle SupM MA, Stiletto SupM MA, Throwing Star MW EX.										
Aspect	Stealth +2, Killing +2, Return From Death +12, Damage from Ambush +4										
Attributes	Secret Moon, Invisible Light, Cloud Mind, See Magic, Wraithmove, Object Vanishes, Speak Silently, Slow, Invisibility, Assassin Blow, Dispel Magic, Absorb Spell.										

Magic:	Allied Spirit: IQ: 10 PW: 13										
Notes	A Runelord of the Blue Moon School.										
5 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Blue Moon Runemaster	17	26	23	33	21	11	3D	3D	4D		
Armour	Light (3/3) Sup M	Skills	<b>Stealth (S)</b> , Sneak (MA), Hide (MA), Pick Locks (Ex), Disarm Traps (Ex), <b>Killing (S)</b> , Silent Kill (MA), Ambush (MA), Poison (Ex), Set Traps (Ex), <b>Speed (S)</b> , Running (Ex), Evade (MA), Dodge (MA), Avoid (Ex) <b>Academic (S)</b> , Astronomy (MA), Religion (Ex), <b>Athletic (S)</b> , Balance (MA), Climb (MA), Jump (MA), <b>Magic (S)</b> , Magical Rituals (VS), <b>Social (S)</b> , Leadership (Ex), Persuasion (Ex).								
Attacks	Sickle ExM MA, Stiletto ExM MA, Throwing Star SupM MA.										
Aspect	Stealth +2, Killing +2, Return From Death +15, Damage from Ambush +5										
Magic:	Allied Spirit: IQ: 10 PW: 20										
Attributes	Secret Moon, Invisible Light, Cloud Mind, See Magic, Wraithmove, Object Vanishes, Speak Silently, Slow, Invisibility, Extinguish Fire, Assassin Blow, Dispel Magic, Absorb Spell, Tides, See Far, Summon Lune.										

### Babeester Gor: The Bloody Earth

These are examples of the warrior women who make up a fearsome part of Exile warbands

0 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Babeester Gor Supplicant	10	10	9	9	9	8					
Armour	Light 2/2, Target Shield.		Skills								
Attacks	Saddle-Axe S, Thrown Hatchet S										
Aspect	None.										
Attributes	None.										
Notes	A supplicant to Babeester Gor. Aggressive.										

1 <sup>st</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Babeester Gor Follower	12	11	9	10	10	8		1D			
Armour	P. Medium 3/3, Target Shield.		Skills								
Attacks	Francisca VS, Thrown Francisca S										
Aspect	Charge Move +2, Axe Damage +1, Enchanted Armour 1/1										
Attributes	Axe Berserk, Slashing Blow, Go Without Sleep.										
Notes	A follower of Babeester Gor. Aggressive.										

2 <sup>nd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Babeester Gor Initiate	14	12	10	12	11	7		2D			1D
Armour	Medium 4/3, Target Shield.		Skills			<b>Perceptions (S), Survival (S)</b>					
Attacks	Francisca VS, Thrown Francisca VS										
Aspect	Charge Move +4, Axe Damage +2, Max Axe +1. Max Tracking and Perception +1, Enchanted Armour 2/2										
Attributes	Axe Berserk, Slashing Blow, Go Without Sleep, Scream of Fear, Follow Any Trail, See in Darkness.										
Notes	An initiate of Babeester Gor. Aggressive.										

3 <sup>rd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Babeester Gor Devotee	16	16	11	15	12	7		2D			1D
Armour	P. Metal 5/3, Target Shield.		Skills			<b>Athletics (S), Perceptions (S)</b> , Scan (VS), <b>Survival (S)</b> , Tracking (VS), <b>Killing (S), Stealth (S), Academic (S)</b> .					
Attacks	Francisca Ex, Thrown Francisca Ex										
Aspect	Charge Move +6, Axe Damage +3, Max Axe +1. Max Tracking and Perception +1, Enchanted Armour 3/3										
Attributes	Axe Berserk, Slashing Blow, Go Without Sleep, Scream of Fear, Follow Any Trail, See in Darkness, Death Paint Ritual, Shout of Pain, Sense Enemy.										
Notes	A devotee of Babeester Gor. Aggressive.										

4 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Babeester Gor Runelord	20	18	13	18	16	8		3D			2D
Armour	P. Metal 6/5 MW En Copper, Target Shield MW.			Skills		<b>Athletics (S)</b> , Climb (VS), <b>Perceptions (S)</b> , Scan (Ex), <b>Survival (S)</b> , Tracking (Ex), <b>Social (S)</b> , Leadership (VS), <b>Killing (S)</b> , Ambush (VS), <b>Stealth (S)</b> , Hide (VS), <b>Academic (S)</b> , Religion (VS), <b>Magic (S)</b> .					
Attacks	Francisca MW En Copper MA, Thrown Francisca MW MA										
Aspect	Charge Move +8, Axe Damage +4, Max Axe +2, Max Tracking and Perception +2, Enchanted Armour 4/4										
Attributes	Axe Berserk, Slashing Blow, Go Without Sleep, Scream of Fear, Follow Any Trail, See in Darkness, Death Paint Ritual, Shout of Pain, Sense Enemy, Brew Blood Beer, Enchant Copper, Summon Lesser Gnome.										
Magic:	Allied Spirit: IQ: 10 PW: 12										
Notes	A runelord of Babeester Gor. Aggressive.										

5 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Babeester Gor Runemaster	24	21	15	28	18	8		4D			2D
Armour	P. Metal 6/5 MW En Copper, Target Shield MW.			Skills		<b>Athletics (S)</b> , Climb (Ex), Jump (VS), <b>Perceptions (S)</b> , Scan (MA), <b>Survival (S)</b> , Tracking (MA), <b>Social (S)</b> , Leadership (EX), <b>Killing (S)</b> , Ambush (EX), <b>Stealth (S)</b> , Hide (EX), Sneak (VS), <b>Academic (S)</b> , Religion (Ex), <b>Magic (S)</b> , Magical Ritual (VS).					
Attacks	Francisca MW En Copper MA, Thrown Francisca MW MA										
Aspect	Charge Move +10, Axe Damage +5, Max Axe +2, Max Tracking and Perception +2, Enchanted Armour 5/5										
Attributes	Axe Berserk, Slashing Blow, Go Without Sleep, Scream of Fear, Follow Any Trail, See in Darkness, Death Paint Ritual, Shout of Pain, Sense Enemy, Brew Blood Beer, Enchant Copper, Summon Lesser Gnome, Unbreakable Shield, Blast Enemy, Summon Gnome, Earth Avenger.										
Magic:	Allied Spirit: IQ: 10 PW: 17										
Notes	A runemaster of Babeester Gor. Aggressive.										

### Deezola: Moon Sisters

These are examples of Missionaries found on the borders of the empire.

0 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Little Sister	8	11	11	11	10	8					
Armour	Light 2/2, Target Shield.			Skills		<b>Medical (S)</b> .					
Attacks	Jambiya S										
Aspect	None.										
Attributes	None.										
Notes	An applicant to the order.										

1 <sup>st</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Novice	10	11	12	13	11	8				1D	
Armour	Light 2/2, Target Shield.			Skills		<b>Medical (S)</b> , <b>Language (S)</b> , Speak New Pelorian (VS).					
Attacks	Sabre S, Jambiya S										
Aspect	Return From Death +3, Regeneration 8 weeks, Trait Defence Traditional 1D.										
Attributes	Ease Pain, Heal Minor Wound.										
Notes	A novice of the order. Altruistic.										

2 <sup>nd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Initiate	10	13	13	13	12	8	1D		1D	2D	
Armour	P. Medium 3/3, Target Shield.			Skills		<b>Medical (S)</b> , First Aid (VS), Diagnose/Treat (VS), <b>Language (S)</b> , Speak New Pelorian (VS), <b>Social (S)</b> , <b>Nature Lore (S)</b> .					
Attacks	Sabre S, Jambiya S										
Aspect	Return From Death +6, Regeneration 4 weeks, Trait Defence Traditional 2D, Max Medical +1, Max Parry +1.										
Attributes	Ease Pain, Heal Minor Wound, Disregard Flaw, Overcome Fear.										
Notes	A novice of the order. Altruistic.										

3 <sup>rd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Devotee	11	16	15	14	15	8	1D		1D	2D	
Armour	P. Medium 3/3, Target Shield MW.			Skills		<b>Medical (S)</b> , First Aid (Ex), Diagnose/Treat (Ex), Surgery (VS), <b>Language (S)</b> , Speak New Pelorian (VS), Read/Write New Pelorian (VS), <b>Social (S)</b> , Persuasion (VS), Inclusion (VS), <b>Nature Lore (S)</b> , <b>Athletics (S)</b> , <b>Stealth (S)</b> , <b>Perception (S)</b> , <b>Animal (S)</b> .					
Attacks	Sabre MW VS, Jambiya MW S										
Aspect	Return From Death +9, Regeneration 2 weeks, Trait Defence Traditional 3D, Max Medical +1, Max Parry +1.										
Attributes	Ease Pain, Heal Minor Wound, Disregard Flaw, Overcome Fear, Calm, Heal Major Wound, Ease Madness.										
Notes	A devotee of the order. Altruistic.										

4 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Runelord	12	18	19	21	19	8	2D		2D	3D	
Armour	P. Medium 3/3, Target Shield SupM.			Skills		<b>Medical (S)</b> , First Aid (MA), Diagnose/Treat (MA), Surgery (Ex), <b>Language (S)</b> , Speak New Pelorian (Ex), Read/Write New Pelorian (Ex), <b>Social (S)</b> , Persuasion (EX), Leadership (VS), Customs (VS), Oratory (VS), Inclusion (Ex), <b>Nature Lore (S)</b> , <b>Athletics (S)</b> , <b>Stealth (S)</b> , <b>Perception (S)</b> , Scan (VS), Search (VS), <b>Animal (S)</b> , Riding (VS).					
Attacks	Sabre SupM Ex, Jambiya MW VS										
Aspect	Return From Death +12, Regeneration 1 week, Trait Defence Traditional 4D, Max Medical +2, Max Parry +2.										
Attributes	Ease Pain, Heal Minor Wound, Disregard Flaw, Overcome Fear, Calm, Heal Major Wound, Ease Madness, Cast Out Spirit, Summon Lesser Gnome, Calm Madness, Hide Memory.										
Magic:	Allied Spirit: IQ: 10 PW: 12										
Notes	A runelord of the order. Altruistic.										

5 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Runemaster	14	19	22	32	23	8	3D		3D	4D	
Armour	P. Medium 3/3, Target Shield SupM.			Skills		<b>Medical (S)</b> , First Aid (MA), Diagnose/Treat (MA), Surgery (MA), <b>Language (S)</b> , Speak New Pelorian (MA), Read/Write New Pelorian (MA), <b>Social (S)</b> , Persuasion (MA), Leadership (Ex), Customs (Ex), Oratory (Ex), Inclusion (MA), <b>Nature Lore (S)</b> , <b>Athletics (S)</b> , <b>Stealth (S)</b> , <b>Perception (S)</b> , Scan (Ex), Search (VS), <b>Animal (S)</b> , Riding (VS).					
Attacks	Sabre SupM Ex, Jambiya MW VS										
Aspect	Return From Death +15, Regeneration 1 day, Trait Defence Traditional 5D, Max Medical +2, Max Parry +2.										
Attributes	Ease Pain, Heal Minor Wound, Disregard Flaw, Overcome Fear, Calm, Heal Major Wound, Ease Madness, Cast Out Spirit, Summon Lesser Gnome, Calm Madness, Hide Memory, Restore Memory, Empathic Healing, Summon Gnome.										
Magic:	Allied Spirit: IQ: 10 PW: 20										
Notes	A runemaster of the order. Altruistic.										

## Doburdun: Thunder Sons

These are examples of Doburdun followers found adventuring outside Pelanda.

0 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Thunder Follower	11	11(10)	9	10	9	8(7)					
Armour	Light 2/2, Taka.			Skills		<b>Survival (S)</b> .					
Attacks	Club S, Heavy Throwstick S (Addi)										
Aspect	None.										
Attributes	None.										
Notes	A follower of the heroband.										

1 <sup>st</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Thunder Runner	12	12(11)	9	10	10	8(7)		1D			
Armour	P. Medium 3/3, Taka.			Skills		<b>Survival (S)</b> , <b>Perception (S)</b> .					



Attacks	Club S, Heavy Throwstick S (Addi)
Aspect	Damage Addi +1, Magical Resistance (Storm Magic) +4, Toughness +2
Attributes	Predict Weather, Booming Voice
Notes	A member to the heroband. Loyal.

2 <sup>nd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Thunder Initiate	13	14(13)	10	11	11	8(7)		2D			
Armour	P. Medium 3/3, Theuros.			Skills		<b>Survival (S)</b> , Outdoor Living (VS), <b>Perception (S)</b> , Scan (VS).					
Attacks	Club VS, Heavy Throwstick VS (Addi)										
Aspect	Damage Addi +2, Magical Resistance (Storm Magic) +6, Toughness +4, Max Addi +1										
Attributes	Predict Weather, Booming Voice, Call Clouds, Thunder Addi.										
Notes	An initiate of the heroband. Loyal.										

3 <sup>rd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Thunder Devotee	14	17(16)	12	15	13	7(6)		2D			1D
Armour	Medium 4/4 MW, Theuros MW.			Skills		<b>Survival (S)</b> , Outdoor Living (Ex), Tracking (VS), <b>Perception (S)</b> , Scan (VS), <b>Athletics (S)</b> , <b>Stealth (S)</b> , <b>Social (S)</b> , <b>Academic (S)</b> .					
Attacks	Club MW Ex, Heavy Throwstick MW Ex (Addi)										
Aspect	Damage Addi +3, Magical Resistance (Storm Magic) +8, Toughness +6, Max Addi +1										
Attributes	Predict Weather, Booming Voice, Call Clouds, Thunder Addi, Lashing Winds, Thunder Blast.										
Notes	A devotee of the heroband. Loyal.										

4 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Thunderlord	19	20(19)	14	19	18	7(6)		3D			2D
Armour	P. Metal 5/4 MW, Theuros MW.			Skills		<b>Survival (S)</b> , Outdoor Living (Ex), Tracking (VS), <b>Perception (S)</b> , Scan (Ex), <b>Athletics (S)</b> , Climb (VS), Swim (VS), Jump (VS), <b>Stealth (S)</b> , Sneak (VS), <b>Social (S)</b> , Leadership (VS), Oratory (VS), <b>Language (S)</b> , Read/Write Pelandan (VS), <b>Academic (S)</b> , Religion (VS), <b>Magical (S)</b> .					
Attacks	Club SupM MA, Heavy Throwstick SupM MA (Addi)										
Aspect	Damage Addi +4, Magical Resistance (Storm Magic) +10, Toughness +8, Max Addi +2										
Attributes	Predict Weather, Booming Voice, Call Clouds, Thunder Addi, Lashing Winds, Thunder Blast, Initiate Thunderstorm, Comand Thunderstorm, Summon Lesser Sylph.										
Magic:	Allied Spirit: IQ: 10 PW: 12										
Notes	A runelord of the heroband. Loyal.										

5 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Thundermaster	24	24(23)	19	28	20	7(6)	1D	4D	1D	1D	2D
Armour	P. Metal 6/4 SupM, Theuros SupM.			Skills		<b>Survival (S)</b> , Outdoor Living (MA), Tracking (VS), <b>Perception (S)</b> , Scan (MA), <b>Athletics (S)</b> , Climb (Ex), Swim (Ex), Jump (VS), <b>Stealth (S)</b> , Sneak (VS), Hide (VS), <b>Social (S)</b> , Leadership (Ex), Oratory (Ex), <b>Language (S)</b> , Read/Write Pelandan (Ex), Speak New Pelorian VS <b>Academic (S)</b> , Religion (Ex), <b>Magical (S)</b> , Magical Ritual (VS).					
Attacks	Club SupM MA, Heavy Throwstick SupM MA (Addi)										
Aspect	Damage Addi +5, Magical Resistance (Storm Magic) +12, Toughness +10, Max Addi +2										
Attributes	Predict Weather, Booming Voice, Call Clouds, Thunder Addi, Lashing Winds, Thunder Blast, Initiate Thunderstorm, Comand Thunderstorm, Summon Lesser Sylph, Shrug Off Storm Magic, Ride Thunder Addi, Command Sylph, Summon Sylph .										
Magic:	Allied Spirit: IQ: 10 PW: 18										
Notes	A runemaster of the heroband. Loyal.										

### Durbadath: Lion Men

These are examples of a Durbadath hero band operating in Talastar.

0 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Cub	11	10	9	10	10	8					
Armour	P. Light 1/1, Pelta.			Skills		<b>Survival (S)</b> .					
Attacks	Javelin S, Metal Claws S										
Aspect	None.										

Attributes	None.
Notes	A follower of the heroband.

1 <sup>st</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Lion	12	12	10	11	10	9		1D			
Armour	P. Light 1/1, Pelta.			Skills		<b>Survival (S), Speed (S).</b>					
Attacks	Javelin S, Metal Claws S										
Aspect	Damage (Claws) +1, Fear 1D.										
Attributes	Conceal Self, See in Darkness.										
Notes	A member of the heroband. Proud.										

2 <sup>nd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Initiate	12	14	11	13	11	9		2D			
Armour	Light 2/2, Pelta.			Skills		<b>Survival (S), Tracking (VS), Outdoor Living (VS) Speed (S), Evade (VS), Dodge (VS), Stealth (S), Athletics (S), Killing (S), Perception (S).</b>					
Attacks	Javelin VS, Metal Claws MW VS										
Aspect	Damage (Claws) +2, Fear 1D. Max Claws +1, Max Running and Evade +1. Max Survival +1.										
Attributes	Conceal Self, See in Darkness, Great Pounce, Lion's Claws, Call for Justice.										
Notes	An initiate of the heroband. Proud.										

3 <sup>rd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Devotee	14	17	12	16	12	10	1D	2D			1D
Armour	Light 2/2, Pelta.			Skills		<b>Survival (S), Tracking (VS), Outdoor Living (VS) Speed (S), Evade (Ex), Dodge (Ex), Running (VS) Stealth (S), Sneak (VS), Hide (VS), Athletics (S), Jump (VS), Climb (VS), Killing (S), Ambush (VS), Perception (S), Scan (VS), Nature Lore (S), Academic (S), Social (S).</b>					
Attacks	Javelin Ex, Metal Claws SupM Ex										
Aspect	Damage (Claws) +3, Fear 1D. Max Claws +1, Max Running and Evade +1. Max Survival +1.										
Attributes	Conceal Self, See in Darkness, Great Pounce, Lion's Claws, Call for Justice, Restore Vitality, Cut Off Escape, Radiate Light.										

4 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Lionlord	19	19	15	18	17	11	1D	3D	1D		2D
Armour	Light 3/3 SupM, Pelta MW.			Skills		<b>Survival (S), Tracking (Ex), Outdoor Living (Ex) Speed (S), Evade (MA), Dodge (MA), Running (Ex) Stealth (S), Sneak (Ex), Hide (Ex), Athletics (S), Jump (Ex), Climb (Ex), Balance (VS), Killing (S), Ambush (Ex), Perception (S), Scan (Ex), Search (VS), Nature Lore (S), Animals (VS), Landscape (VS), Academic (S), Religion (VS), Magic (S), Social (S), Leadership (VS), Oratory (VS), Military Lore (S).</b>					
Attacks	Javelin MA, Metal Claws SupM MA										
Aspect	Damage (Claws) +4, Fear 2D. Max Claws +2, Max Running and Evade +2. Max Survival +2.										
Magic:	Allied Spirit: IQ: 10 PW: 12										
Attributes	Conceal Self, See in Darkness, Great Pounce, Lion's Claws, Call for Justice, Restore Vitality, Cut Off Escape, Radiate Light, Enhance Justice, Remove Scent, Run Down Prey, Dazzling Flash.										

5 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Lionlord	26	24	18	30	22	12	2D	4D	2D		2D
Armour	Light 3/3 SupM, Pelta SupM.			Skills		<b>Survival (S), Tracking (MA), Outdoor Living (Ex) Speed (S), Evade (MA), Dodge (MA), Running (MA) Stealth (S), Sneak (MA), Hide (Ex), Athletics (S), Jump (MA), Climb (Ex), Balance (VS), Killing (S), Ambush (MA) Perception (S), Scan (Ex), Search (VS), Nature Lore (S), Animals (MA), Landscape (Ex), Academic (S), Religion (Ex), Magic (S), Magical Ritual (VS), Social (S), Leadership (Ex), Oratory (Ex), Military Lore (S), Tactics (VS).</b>					
Attacks	Javelin MA, Metal Claws SupM MA										
Aspect	Damage (Claws) +5, Fear 3D. Max Claws +2, Max Running and Evade +2. Max Survival +2.										
Magic:	Allied Spirit: IQ: 10 PW: 19										

Attributes	Conceal Self, See in Darkness, Great Pounce, Lion's Claws, Call for Justice, Restore Vitality, Cut Off Escape, Radiate Light, Enhance Justice, Remove Scent, Run Down Prey, Dazzling Flash, Shapeshift to Lion, Blast Evildoer.
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### Elmal: Light Guards

The Light Guards are a band dedicated to protecting villages under attack from enemies of the Storm Pantheon.

0 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Shieldbearer	10	10	9	10	9	7					
Armour	Medium 4/3, Theuros			Skills		<b>Perception (S)</b>					
Attacks	1H Short Spear S, Javelin S										
Aspect	None.										
Attributes	None.										
Notes	A follower of the heroband.										

1 <sup>st</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Guard	10	12	9	10	9	7		1D			
Armour	Medium 4/3, Theuros			Skills		<b>Perception (S)</b>					
Attacks	1H Short Spear S, Javelin S										
Aspect	Knockback Resistance +3, Toughness +2										
Attributes	Unquenchable Light, See in Darkness										
Notes	A member of the heroband. Loyal.										

2 <sup>nd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Guard	12	14	10	11	10	7		2D			1D
Armour	Medium 4/3, Theuros			Skills		<b>Perception (S), Scan (VS), Military Lore (S), Athletics (S)</b>					
Attacks	1H Short Spear VS, Javelin VS										
Aspect	Knockback Resistance +6, Toughness +4, Max Spear and Shield +1, Max Javelin +1, Max Perception +1										
Attributes	Unquenchable Light, See in Darkness, Bright Shield, Fight Chaos, Fight Uz										
Notes	An initiate of the heroband. Loyal.										

3 <sup>rd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Huscarl	14	17	11	15	13	7	1D	2D			1D
Armour	Medium 4/4 MW, Theuros			Skills		<b>Perception (S), Scan (Ex), Military Lore (S), Tactics (VS), Athletics (S), Balance (VS), Social (S), Animal (S), Academic (S)</b>					
Attacks	1H Short Spear Ex, Javelin Ex										
Aspect	Knockback Resistance +9, Toughness +6, Max Spear and Shield +1, Max Javelin +1, Max Perception +1										
Attributes	Unquenchable Light, See in Darkness, Bright Shield, Fight Chaos, Fight Uz, Blazing Spear, Resist Darkness, Endure Wound										
Notes	A devotee of the heroband. Loyal.										

4 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Lord	18	19	13	18	17	7	1D	3D			1D
Armour	P. Metal 5/4 MW, Theuros MW			Skills		<b>Perception (S), Scan (MA), Military Lore (S), Tactics (Ex), Athletics (S), Balance (VS), Climbing (VS), Jump (VS), Social (S), Leadership (VS), Oratory (VS), Animal (S), Riding (VS), Academic (S), Religion (VS), Magic (S)</b>					
Attacks	1H Short Spear MW MA, Javelin MW MA										
Aspect	Knockback Resistance +12, Toughness +8, Max Spear and Shield +2, Max Javelin +2, Max Perception +2										
Attributes	Unquenchable Light, See in Darkness, Bright Shield, Fight Chaos, Fight Uz, Blazing Spear, Resist Darkness, Endure Wound, Stand Fast, Unflinching Defence, Sureshot Javelin, Multiple Javelin Throw										
Magic:	Allied Spirit: IQ: 10 PW: 12										
Notes	A runelord of the heroband. Loyal.										

5 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Master	24	24	16	18	17	6	1D	3D			1D

Armour	Hauberk and Helm 7/4 SupM, Theuros MW	Skills	<b>Perception (S)</b> , Scan (MA), <b>Military Lore (S)</b> , Tactics (MA), <b>Athletics (S)</b> , Balance (VS), Climbing (VS), Jump (VS), <b>Social (S)</b> , Leadership (Ex), Oratory (Ex), <b>Animal (S)</b> , Riding (Ex), <b>Academic (S)</b> , Religion (Ex), <b>Magic (S)</b> , Magical Ritual (VS)
Attacks	1H Short Spear SupM Ex, Javelin MW Ex		
Aspect	Knockback Resistance +15, Toughness +10, Max Spear and Shield +2, Max Javelin +2, Max Perception +2		
Attributes	Unquenchable Light, See in Darkness, Bright Shield, Fight Chaos, Fight Uz, Blazing Spear, Resist Darkness, Endure Wound, Stand Fast, Unflinching Defence, Sureshot Javelin, Multiple Javelin Throw, Speed Horse, Unbreakable Spear, Summon Lesser Lucifer, Dazzling Flash, Survive Until Dawn		
Magic:	Allied Spirit: IQ: 10 PW: 18		
Notes	A runemaster of the heroband. Loyal.		

### Etyries: Lunar Trade Mission

The following are examples of traders from the Lunar trade mission in Dorastor.

0 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Bearer	11	11	11	10	11	8					
Armour	Light 2/2, Pelta			Skills		<b>Perception (S)</b> , <b>Athletics (S)</b> , <b>Speed (S)</b>					
Attacks	Sabre S, Javelin S										
Aspect	None.										
Attributes	None.										
Notes	A bearer or guard of the caravans.										

1 <sup>st</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Associate	11	11	11	11	12	8			1D		
Armour	Light 2/2, Pelta			Skills		<b>Perception (S)</b> , <b>Athletics (S)</b> , <b>Social (S)</b> , <b>Language (S)</b> , <b>Speed (S)</b>					
Attacks	Sabre S, Javelin S										
Aspect	Magical Resistance (Non-Lunar Magic) +3										
Attributes	Calm Pack Animals, Endurance										
Notes	An associate trader.										

2 <sup>nd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Trader	11	12	12	12	13	9			2D	1D	
Armour	Light 2/2, Pelta			Skills		<b>Perception (S)</b> , Appraisal (VS), <b>Athletics (S)</b> , <b>Social (S)</b> , Trading (VS), Customs (VS), Persuade (VS), <b>Language (S)</b> , Speak New Pelorian VS, Read/Write New Pelorian VS, <b>Speed (S)</b> , Evade (VS), Running (VS), <b>Academic (S)</b>					
Attacks	Sabre MW S, Javelin S										
Aspect	Magical Resistance (Non-Lunar Magic) +5, Max Social +1, Max Language +1, Max Evade +1										
Attributes	Calm Pack Animals, Endurance, Detect Ambush, Read Trail										
Notes	A trader.										

3 <sup>rd</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Emissary	12	16	16	16	16	9	1D	1D	2D	2D	
Armour	Light 3/3 SupM, Pelta MW			Skills		<b>Perception (S)</b> , Appraisal (Ex), Scan (VS), Search (VS) <b>Athletics (S)</b> , <b>Animal (S)</b> , <b>Social (S)</b> , Trading (Ex), Customs (VS), Persuade (VS), Inclusion (VS), <b>Language (S)</b> , Speak New Pelorian (VS), Read/Write New Pelorian VS, Speak Alkoring VS, Speak Dara Happan (VS), <b>Speed (S)</b> , Evade (Ex), Running (VS), <b>Academic (S)</b> , Geography (VS), Other Cultures (VS)					
Attacks	Scimitar SupM VS, Javelin MW VS										
Aspect	Magical Resistance (Non-Lunar Magic) +7, Max Social +1, Max Language +1, Max Evade +1										
Attributes	Calm Pack Animals, Endurance, Detect Ambush, Read Trail, Encourage trust, Interpret Spoken Language, Detect Magic										
Notes	A Lunar emissary.										

4 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Lord	12	18	19	19	19	10	1D	1D	3D	2D	

Armour	Light 3/3 SupM, Pelta SupM	Skills	<b>Perception (S)</b> , Appraisal (MA), Scan (VS), Search (VS) <b>Athletics (S)</b> , <b>Animal (S)</b> , Riding (VS), <b>Social (S)</b> , Trading (MA), Customs (Ex), Persuade (Ex), Inclusion (Ex), Oratory (VS), Leadership (VS), <b>Language (S)</b> , Speak New Pelorian (Ex), Read/Write New Pelorian (Ex), Speak Alkoring (Ex), Speak Dara Happan (Ex), <b>Speed (S)</b> , Evade (MA), Running (Ex), <b>Academic (S)</b> , Geography (Ex), Religion (VS), Sedenyic Philosophy (VS), Other Cultures (Ex), Law (VS), <b>Magic (S)</b>
Attacks	Enchanted Silver Scimitar SupM Ex, Javelin MW Ex		
Aspect	Magical Resistance (Non-Lunar Magic) +9, Max Social +2, Max Language +2, Max Evade +2		
Attributes	Calm Pack Animals, Endurance, Detect Ambush, Read Trail, Encourage trust, Interpret Spoken Language, Detect Magic, Enchant Silver, Ward Marketplace, Find Hidden Paths		
Magic:	Allied Spirit: IQ: 10 PW: 12		
Notes	An Etyries runelord.		

5 <sup>th</sup> Aspect	ST	DX	IQ	PW	CH	MA	CA	CO	CU	IN	TR
Master	14	21	26	30	26	10	2D	2D	4D	3D	
Armour	Light 3/3 SupM, Pelta SupM		Skills	<b>Perception (S)</b> , Appraisal (MA), Scan (VS), Search (Ex) <b>Athletics (S)</b> , <b>Animal (S)</b> , Riding (Ex), <b>Social (S)</b> , Trading (MA), Customs (MA), Persuade (MA), Inclusion (MA), Oratory (Ex), Leadership (Ex), <b>Language (S)</b> , Speak New Pelorian (MA), Read/Write New Pelorian (Ex), Speak Alkoring (Ex), Speak Dara Happan (Ex), <b>Speed (S)</b> , Evade (MA), Running (Ex), <b>Academic (S)</b> , Geography (Ex), Religion (Ex), Sedenyic Philosophy (Ex), Other Cultures (Ex), Law (Ex), <b>Magic (S)</b> , Magical Ritual VS							
Attacks	Enchanted Silver Scimitar SupM Ex, Javelin MW Ex										
Aspect	Magical Resistance (Non-Lunar Magic) +11, Max Social +2, Max Language +2, Max Evade +2										
Attributes	Calm Pack Animals, Endurance, Detect Ambush, Read Trail, Encourage trust, Interpret Spoken Language, Detect Magic, Enchant Silver, Ward Marketplace, Find Hidden Paths, See True Value, Convince Buyer, Convince Seller, Magical Protection										
Magic:	Allied Spirit: IQ: 10 PW: 18										
Notes	An Etyries runemaster.										

Power:	Lesser.
STATs	IQ, CH.
Trait	Cunning
Skills:	Trading, Customs, Appraisal, Read/Write New Pelorian.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	None.
Bonuses:	Max (Social), Max (Language), Max(Evade), Magical Resistance (Non-Lunar magic).
Allied Cults:	All Lunar Cults.

**The First Aspect**

Calm Pack Animals	Range: 30 radius	Duration: 15 mins	PW: 1.
All of the character's pack animals within range are immune to fear and will not stampede, bolt and will obey directions calmly.			

Endurance	Range: Touch	Duration: 4 hours per	PW: 2/per.
The target can travel or work at full rate without feeling tired, hungry or thirsty.			

**The Second Aspect**

Detect Ambush	Range: 100m radius	Duration: 2 hours per	PW: 1/per.
The character has +3 Scan to detect ambushes.			

Read Trail	Range: Touch	Duration: 5 minute average ritual.	PW: 2.
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The character knows the next significant location a path or road leads to. Usually this will be the next settlement, temple or campsite. S/he also knows the next major settlement (town or city) the path leads to (if any).

### The Third Aspect

Encourage Trust	Range: 10	Duration: 1 hour.	PW: 1.
The target is allowed to resist but will not know the attribute has been used unless they have some type of magical detection. The target cannot resist the caster's persuasion as long as the caster is being honest.			

Interpret Spoken Language	Range: Self	Duration: 1 hour.	PW: 1.
The character can understand any spoken language as long as the speaker sticks to concepts to do with trade, everyday life and travel and can reply in the same terms. As this understanding is limited there is a 1 penalty on social skills when using this attribute.			

Detect Magic	Range: 10 radius	Duration: 1 hour	PW: 1
The caster will know immediately if any magic has been cast within the radius and who cast it or if any active magic or magical item comes within range. S/he will also know if any spell has been directed against him/her and by whom. The spell also approximately classifies the magic as combat, detection, mind altering, protection etc.			

### The Fourth Aspect

Enchant Silver	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 one silver weapon. Requires a 6 hour dif ritual.			

Ward Marketplace	Range: square 50 by 50	Duration: 1 hour per.	PW: 1/per.
The character sets up 4 staffs with the image of Etyries in the four corners of the warded area and performs a 10-minute difficult ritual. A faint glow stretches between the staffs and anyone passing though the ward with hostile intent (planning aggression or theft or having committed the same) immediately alerts the caster unless they have some anti-detection magic and can resist the caster's PW. A detected person must immediately resist the caster or take 1D damage through armour.			

Find Hidden Paths	Range: 100m	Duration: Instant.	PW: 1.
The character knows the location of any hidden paths within range and if they are better than the visible paths. The caster also detects paths that lead to the Godplane.			

### The Fifth Aspect

See True Value	Range: Touch	Duration: Instant	PW: 1
The caster knows the exact value in the current location and in 2 other chosen locations and all properties magic or otherwise of the object s/he is touching. This includes any hidden features.			

Convince Buyer	Range: 10	Duration: Instant	PW: 1
The target is allowed to resist but will not know the attribute has been used unless they have some type of magical detection. As long as the price is fair at the current location and the buyer wants the item and can pay s/he will buy immediately without trying to negotiate, stall or look elsewhere.			

Convince Seller	Range: 10	Duration: Instant	PW: 1
The target is allowed to resist but will not know the attribute has been used unless they have some type of magical detection. As long as the price is fair at the current location and the buyer wants to sell the item s/he will sell immediately without trying to negotiate, stall or look elsewhere for a buyer.			

Magical Protection	Range: Self	Duration: 1 hour	PW: 1
The caster gets +6 to resist magic and can resist magic which does not normally allow resistance which targets him/her. In addition if struck by a person or object bearing magic the caster has +4/4 magical armour which only cancels any magical damage enhancement or null.			

## Gargarth: The Wild Hunter

The Storm Pantheon god of outlaws, rebellion and the wild hunt.

Power:	Lesser
STATs	ST, DX
Trait	Cunning,
Skills:	1H Spear and Shield, Ambush, Hide, Outdoor Living.

Advantages and Other Requirements	None.
Disadvantages:	Aggressive, Arbitrary.
Bonuses:	Max (Killing), Damage (Spear), Damage (Axe), Toughness, Max (Sneak/Hide), Pursue.
Allied Cults:	None.

**The First Aspect**

Outrun Prey	Range: Self	Duration: 15 mins	PW: 1
Caster has MA +4.			

Bully	Range: Self	Duration: 15 mins	PW: 1
Caster has +2 to social as long as violence is threatened and inflicted if the social roll is failed.			

Call Wind	Range: 30 radius	Duration: 15 mins	PW: 1
A gusting wind blows around the area blowing away small objects and putting skill rolls at -1.			

**The Second Aspect**

Never Loose Trail	Range: Self	Duration: 1 day	PW: 2
Caster can keep rolling every hour to track until successful.			

Howl Like the Storm	Range: 5 radius	Duration: Instant	PW: 2
Non-storm worshippers must make a 2D fear check.			

Gale	Range: 30 radius	Duration: 15 mins	PW: 2
A gale blows around the area putting all skill rolls at -2 and reducing MA by 2 (min 1) and dividing missile ranges by 2.			

**The Third Aspect**

Spot the Weakest	Range: 50	Duration: Instant	PW: 1
Caster can immediately identify which person or creature present has the lowest value in a named STAT, skill or trait.			

Agonising Wound	Range: Touch	Duration: Instant	PW: 1
Used after a melee weapon has inflicted damage past armour, for no actions, causes another 5 hits through armour.			

Gust of Wind	Range: 30	Duration: Instant	PW: 2
Target must avoid or take L2 air.			

**The Fourth Aspect**

Storm Cloak	Range: Self	Duration: 15 mins	PW: 2
All missile and thrown attacks are -3 to hit caster.			

Long Reaching Spear	Range: Touch	Duration: 15 mins	PW: 2
Caster's spear counts as having a reach of 10 (though it does not cause opportunity attacks until within normal reach).			

Cause Windstorm	50m radius	Duration: 1 minute/per	PW: 1/per
The caster calls a gale strong enough to cause a dust or sandstorm (in suitable conditions) reducing visibility by to ¼, to cause everyone in the area to move at ½ speed, putting skill rolls at -3 and to divide the range of missile attacks by 4.			

Wind Walking	Range: Self	Duration: 15 mins	PW: 3
Caster can walk or run through the air as long as there is a fair wind blowing. The caster suffers no movement penalty for strong winds.			

**The Fifth Aspect**

Wind Blast	Range: Cone 20 long.	Duration: Instant	PW: 4
All targets in area take L3 Air.			

Bruising Rain	Range: 100 and 30 radius.	Duration: 1 min	PW: 4
All targets in area take L1 physical.			

Suffering	Range: Touch	Duration: 15 mins	PW: 4
Caster's weapon causes wounds to be a level higher i.e. minor become major, major become mortal.			

Barbs	Range: Touch	Duration: 15 mins	PW: 3
Wounds inflicted by the caster's spear reduce MA by 2 for a minor wound, 3 for a major wound and 4 for a mortal wound.			

### Hedkoranth: Thunder Brother

Hedkoranth is one of the Thunder Brothers and a follower of Orlanth. He is a storm war-god.

Power:	Minor.
STATs	ST, DX.
Trait	Courage.
Skills:	Sling, Throw Rock, Tactics, Running
Advantages and Other Requirements	Must be male.
Disadvantages:	Aggressive, Vengeful.
Bonuses:	Max (Sling) Max(Thrown Rock), Max (Running), Damage (Sling or Thrown Rock), Jump.
Allied Cults:	Orlanth

#### The First Aspect

Call Wind	Range: 10 radius	Duration: 15 mins	PW: 1
Calls a brisk wind in the area strong enough to blow away smoke or poison gas.			

Stone Throwing	Range: Self	Duration: 15 mins	PW: 1
Caster can throw stones with a range modifier of 5.			

Call Clouds	Range: 10 radius per	Duration: 15 mins	PW: 1 per
Clouds cover the area making it like twilight.			

#### The Second Aspect

Gusting Wind	Range: 20 radius	Duration: 15 mins	PW: 3
Calls a gusting wind in the area that reduces MA by 2 (min 1) and puts missile or thrown attacks by piercing weapons at -3, by blades at -2 and blunt at -1.			

Slinging	Range: Self	Duration: 15 mins	PW: 1
Caster has +2 range modifier with a sling.			

Call Shower	Range: 10 radius per	Duration: 5 mins per	PW: 3 per
Rain falls in the radius. Duration and radius increase separately.			

#### The Third Aspect

Aid Throw with Wind	Range: Self	Duration: 15 mins	PW: 2
A stone thrown by the caster has +2 range modifier and deals +2 damage.			

Enchant Thunderstone	Range: Touch	Duration: until used	PW: 1 per
In a 2 hour dif ritual the caster enchants a stone. When thrown or slung by a Hedkoranth worshipper it deals L1 Physical damage per PW in addition to normal damage. The maximum PW used is equal to the caster's aspect -1.			

Rainmaking	Range: 30 radius per	Duration: 15 mins per	PW: 2 per
Rain falls in the radius.			

#### The Fourth Aspect

Move with Wind	Range: 30	Duration: Instant	PW: 2/1 per
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Target object up to 500 kg is moved 5+1 per squares away from the caster or target individual must resist the caster's PW with ST or be blown 5+1 per squares away from the caster and knocked down or target structure must resist the caster's PW with its strength or be destroyed (approximately ST10 for wattle and daub and thatch, ST 15 for wood, ST 20 for mud brick, ST 30 for good brick and stone or ST 40 for Lunar type stone, brick and concrete)..
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Lightning Sword	Range: Touch	Duration: 15 mins	PW: 3
Caster's sword deals L2 Electricity in addition to other effects.			

Bruising Rain	Range: 100 and 30 radius.	Duration: 1 min	PW: 4
All targets in area take L1 physical.			

Hurl Thunderstone	Range: 100	Duration: Instant	PW: 2
Caster makes a stone throwing attack against the target and if successful it takes L3 Physical.			

### The Fifth Aspect

Snatch Breath	Range: 30	Duration: Instant	PW: 2
Target must resist or fall down and be unable to act for 2 turns.			

Call Lightning	Range: 30	Duration: Instant	PW: 3
Target must make a dif avoid or take L2 Electricity.			

Call Thunderstorm	Range: 30 radius per	Duration: 15 mins	PW: 3 per
1D-5 targets (people or structures) who are not worshippers, temple or shrines of Hedkoranth or Orlanth per turn chosen at random must make a dif avoid or take L2 Electricity.			

## Hon-eel: The Dancer

Hon-eel is the Lunar Goddess of Rebirth and Maize, Queen of Tarsh and Founder of Oraya. She is the Third Inspiration of Moonson and is known as the Artess. Hon-eel is the goddess of artistic recreation and the use of circumstances. She manipulated reality through her mystic dance. Hon-eel was born, the daughter of the Red Emperor, in Doblin which she liberated from the Pentans. She danced to the end of the universe to bring back maize as the new grain for Peloria. She founded Oraya and encouraged its settlement. Hon-eel entered Tarsh miraculously at the height of the rituals in the Shaker temple but she was not destroyed for her blasphemy as the Shaker declared her and the Red Goddess the adopted daughter of earth. She married the king of Tarsh who then disappeared. Hon-eel claimed the regency of Tarsh in the name of her unborn son and secured Lunar dominance of Tarsh. She was killed during the Lunar victory at The Nights of Horror.

She is shown as a graceful and beautiful woman who is dancing balanced on her right foot. Her left foot is on her right knee and she holds forth a bundle of maize.

Power:	Lesser.
STATs	DX, CH.
Trait	Cunning
Skills:	Dance, Seduction, Read/Write New Pelorian, Sedenyic Philosophy.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	None.
Bonuses:	Trait Bonus (Inclusive), Magical Resistance (Non-Lunar Magic), Max(Speed), Unrelated Skill Bonus (Gymnastics),
Allied Cults:	All Lunar Cults.

### The First Aspect

Heal Minor Wound	Range: Touch	Duration: Instant	PW: 1
Heals 2 damage and a minor wound on the target.			

### The Second Aspect

Gain Skill	Range: Self	Duration: 1 hour	PW: 2
The character perform a 10 min difficult dance and gains any one skill at S.			

Dance of Victory	Range: Self	Duration: 1 hour	PW: 1
The character can use dance skill as speed skills.			

Form Consensus	Range: Self	Duration: 1 hour.	PW: 1
The target has +1 to all Social skills.			

**The Third Aspect**

Heal Major Wound	Range: Touch	Duration: Instant	PW: 2
Heals 4 damage and a major wound on the target.			

Determine Line of Power	Range: Touch	Duration: 30 minute difficult ritual	PW: 3
The caster determines the line of power between two locations. Whilst travelling along the line s/he has a +8 to stats or traits when making any skill or trait roll required to avoid being halted by anything or anyone.			

Absorb Earth Magic	Range: Self	Duration: 15 mins	PW: 2
The caster has +6 to resist earth magic or spirits that have a resistance roll and can resist attributes that have no resistance roll. If the caster succeeds in resisting the attribute is cancelled and its PW is added to the caster's. If the caster fails to resist an Earth spell with a resistance then the Absorb spell is cancelled. This does not happen for spells that don't normally have a resistance. The caster reduces damage from Earth by 3 levels.			

Charm Enemy	Range: 20	Duration: 15 mins	PW: 1
Target can resist. The target must act as though s/he were a good friend of the caster.			

**The Fourth Aspect**

Bless Maize	Range: 1 acre	Duration: 30 minute difficult ritual	PW: 3
The caster blesses the maize in the field protecting it against disease and encouraging growth.			

Break Curse	Range: Touch	Duration: 30 minute difficult ritual	PW: 4
The caster breaks any curse or persisting spell created by foreign magic.			

Include Outsider	Range: 20	Duration: 1 hour	PW: 1
The target can make a 4D Traditional save. The target is treated as a member of a Lunar cult for the duration, is subject to the Lunar Cycle, spells working only on Lunars affect them and has -1D chance of making trait rolls resisting persuasion attempts regarding the Lunar Way.			

Make Peace	Range: 20	Duration: Instant	PW: 1
Target can resist. The target must make a 3D Traditional roll. If it fails it makes peace with the caster until attacked or betrayed.			

Summon Lesser Gnome	Range: 10	Duration: 15 mins	PW: 2
Summons a lesser gnome to serve the caster.			

**The Fifth Aspect**

Break Old Loyalty	Range: Touch	Duration: permanent	PW: 6
In a 3-hour edif ritual breaks the target's connection to any old religion and makes them immune to spirits of reprisal from that cult.			

Dance to the Other Side	Range: Self	Duration: 30 min edif dance.	PW: 2
The caster crosses to a named location on the god-plane s/he understands the meaning of.			

Dazzle Earth Gods	Range: Self	Duration: 1 hour	PW: 1
Earth cultists cannot attack the character unless they can make a resistance roll.			

## Humakt: God of War and Death

Humakt is the god of death. He is the war god of the Carmanians and is worshipped by mercenary soldiers in the storm lands. His aspect is of death, truth and honour.

Power:	Lesser.
STATs	ST, DX.
Trait	Courage
Skills:	1H Cut and Thrust Sword, 2H Cut and Thrust Sword, Tactics, Balance.
Advantages and Other Requirements	Never be resurrected. Choose one gift and one associated gease per aspect.

Disadvantages:	Chivalry.
Bonuses:	Max (1H Cut and Thrust Sword), Max (2H Cut and Thrust Sword), Damage(Sword), Enchanted Armour, Fear.
Allied Cults:	None.

Gift	Gease
+1 null with swords	Never use weapons other than swords.
+1 max with chosen cult skill	Can't speak, or cast spells, one day per week
+2 to a STAT.	Donate 10% of wealth each holy day.
+1 parry when using a sword	Never lie
Sense Assassin Attribute	Hate (Assassins)
Poison Resistance	Stop any friend from using poison.
Sword deals double damage (once armour is penetrated) against 1 type of enemy species.	Spirit magic healing doesn't work on character.
Sword deals double damage (once armour is penetrated)	Healing magic does not work on the character.
Swords have NULL +2	Own armour has value -1/-1.
Double healing rate.	Drink no alcohol
Double PW recovery rate.	Never refuse a one-to-one challenge

### The First Aspect

Great Blow	Range: Self	Instant	PW: 1
This attribute is used along with a sword blow for no extra actions. The attack deals +4 damage.			

Bless Corpse	Range: Touch	Permanent	PW: 2
In a 10-minute average ritual the target corpse cannot be made into an undead and if already undead its spirit is freed.			

**The Second Aspect**

Empower Oath	Range: Touch	Permanent	PW: var
In a 5-minute difficult ritual each of the people swearing an oath uses any number of temporary PW. If any of them break the oath they must resist the total PW in the oath or die.			
Death Song	Range: Self	Duration: 15 mins	PW: 2
The user adds +8 ST and treats all wounds as though they were a level lower. S/he may not parry.			

**The Third Aspect**

Rally Warriors	Range: 30 sq radius	Instant	PW: 3
All allies within range who are suffering from the effects of Fear or whose morale has broken must make a 2D Courage roll to rally.			
Shield Destroyer	Self	Instant	PW: 2
This attribute is used when a sword blow hits the target's shield for no extra actions. The total damage is subtracted from the shield's points.			
Kill Undead	Range: 10 squares	Permanent	PW: 1
Target undead must resist the spell or be destroyed.			
Unbreakable Sword	Touch	Duration: 15 mins	PW: 2
The target sword is immune to breakage rolls.			

**The Fourth Aspect**

Enchant Iron	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of iron armour or one iron weapon. Requires a 6 hour vdfif ritual.			
Truesword Stroke	Range: Touch	Duration: 15 mins	PW: 3
The caster's sword replaces 1D of its damage with 10.			
Lay Ghost	Range: 10 squares	Permanent	PW: 1
Target ghost or spirit must resist the spell or be returned to the spirit plane.			

**The Fifth Aspect**

Weapon Destroyer	Self	Instant	PW: 2
This attribute is used when a sword blow strikes an enemy's weapon for no extra actions. The target's weapon must make a breakage roll with a penalty of 2 or be destroyed.			
Know Truth	Range: 10 squares	Instant	PW: 1
The target may resist. If target has just told a lie then the caster will know.			
Sever Spirit	Range: 10 squares	Permanent	PW: 5
Target living being must resist or die.			

### Hwarin Dalthippa: The Conquering Daughter

Hwarin Dalthippa is a lunar heroine who became a goddess. She is the favourite of the Lunar Provinces especially in Sylila where she is the main goddess. She founded the beautiful city of Jillaro and conquered the provincial Orlanthi integrating them into the Empire. She also built the magical roads such as The Daughter's Road and The Singing Trail which criss-cross the region. She appears as a helmeted woman with a third eye visible on her forehead carrying a spear, shield and distaff. She is worshipped as the goddess of Conquest, Integration, Crafts and as a City Goddess.

Power:	Lesser.
STATs	DX, CH.
Trait	Inclusive.
Skills:	Oratory, Craft, Strategy, Read/Write New Pelorian..
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	None.

Bonuses:	All Skilled, Trait Bonus(Inclusive), Magical Resistance (Non-Lunar magic), Enchanted Armour.
Allied Cults:	All Lunar Cults.

### The First Aspect

Bless Craft	Range: Self	Duration: 1 hour per	PW: 1/per
The user has +1 max in craft.			

Counter Storm	Range: Self	Duration: Instant	PW: 1
If a storm spell, attribute or spirit is used on the caster this ability can be used immediately at no action cost to counter its effect this turn,			

Bless Visitor	Range: Touch	Duration: 1 day	PW: 1
In a 10 minute average ritual blesses the target who counts as a citizen of a Lunar city for the duration for magical purposes as long as they remain within 40 of the caster.			

### The Second Aspect

Empower Helmet of Protection	Range: Touch	Duration: 1 hour	PW: 2
Target helmet gives its wearer +2/2 magical armour and +2 magical resistance.			

Counter Water	Range: Self	Duration: Instant	PW: 1
If a water spell, attribute or spirit is used on the caster this ability can be used immediately at no action cost to counter its effect this turn,			

Light of the Lunar Way	Range: 10	Duration: 15 mins	PW: 2
Target can resist Inclusion 3D. Target cannot attack Lunars unless attacked first.			

### The Third Aspect

New Fire	Range: 30/3 square radius	Duration: Instant	PW: 3
All targets in the radius must avoid or L3 Lunar Damage.			

Determine Line of Power	Range: Touch	Duration: 30 minute difficult ritual	PW: 3
The caster determines the line of power between two locations. Whilst travelling along the line s/he has a +8 adjSTAT for any trait, skill or resistance to avoid being halted by anything or anyone.			

Strike Spirit	Range: 20	Duration: Instant	PW: 1
Target spirit must resist or loose 1D PW.			

Road Watch	Range: 50m radius	Duration: 10 minute difficult ritual then 1 journey	PW: 3
This spell can only be cast on a road. It must name the destination which must not be beyond the first major city the road meets. The caster can detect enemies within range whilst travelling on the road or staying in an inn or hostel by the road or camping by the road unless they can resist.			

Absorb Storm Magic	Range: Self	Duration: 15 mins	PW: 2
The caster has +6 to resist storm magic that has a resistance roll or air spirits and can resist attributes that have no resistance roll e.g. effects on weapons, in which cast that attribute doesn't work on the caster for the duration. If the caster succeeds in resisting the attribute is cancelled and its PW is added to the caster's. If the caster fails to resist a Storm spell with a resistance then the Absorb spell is cancelled. This does not happen for spells that don't normally have a resistance. The caster can also reduces Elemental Air or Electricity damage by 3 levels.			

Absorb Water Magic	Range: Self	Duration: 15 mins	PW: 2
The caster has +6 to resist water magic that have a resistance roll or water spirits and can resist attributes that have no resistance roll e.g. effects on weapons, in which cast that attribute doesn't work on the caster for the duration. If the caster succeeds in resisting the attribute is cancelled and its PW is added to the caster's. If the caster fails to resist a Water spell with a resistance then the Absorb spell is cancelled. This does not happen for spells that don't normally have a resistance. The caster also reduces Elemental Water damage by 3 levels.			

### The Fourth Aspect

City Blessing	Range: 50m radius	Duration: 30 minute vdiff ritual then 1 year	PW: 6
The spell can only be cast in a Lunar city. Within the radius everyone has a 1D advantage to Cautious and Inclusive whether they want it or not. They also have a +1 bonus on craft skills.			

Make Peace	Range: 20	Duration: Instant	PW: 1
Target can resist. The target must make a 3D Traditional save or makes peace with the caster until attacked or betrayed.			
Include Outsider	Range: 20	Duration: 1 hour	PW: 1
The target is allowed to resist and can save on 3D under Traditional. The target is treated as a member of a Lunar cult for the duration, is subject to the Lunar Cycle, spells working only on Lunars affect them and has -1D to trait rolls to resist the Lunar Way.			
Summon Lesser Undine	Range: 10	Duration: 15 mins	PW: 2
Summons a lesser undine to serve the caster.			
Summon Lesser Sylph	Range: 10	Duration: 15 mins	PW: 2
Summons a lesser undine to serve the caster.			

### The Fifth Aspect

Bind Mob to Task	Range: 100	Duration: 1 hour/per	PW: 5/1
This spell used to force a mob of up to 100 non-Lunars to perform a task such as road building, quarrying or bridge building. It doesn't work on targets with IQ 12+. It can't be used to make them fight or perform obviously dangerous tasks. Each member of the mob can resist separately to avoid obeying.			
Road Building Ritual	Range: 10 miles of road.	Duration: 10-hour edif ritual.	PW: 1p
The caster consecrates a Lunar Road between two shrines of the Conquering Daughter. The road counts as having Road Watch for all Lunar worshippers, they or their animals have +4 MA and +4 magical or spirit resistance to non-Lunar magic. The road's maintenance is provided by vecours sent from the Red Moon and is extremely tough and cannot be destroyed by non-magical means.			
Bridge Building Ritual	Range: 1 bridge	Duration: 10-hour edif ritual.	PW: 1p
The caster consecrates a Lunar Road across a bridge with a shrine of the Conquering Daughter at either end. The bridge counts as having Road Watch for all Lunar worshippers, they or their animals have +4 MA and +4 magical or spirit resistance to non-Lunar magic. The bridge's maintenance is provided by vecours sent from the Red Moon and is extremely tough and cannot be destroyed by non-magical means.			
Create Lunar Guardian	Range: Touch	Duration: Permanent	PW: 1p
Calls a Greater Lune to guard a Lunar road or bridge. The lune will appear to attack any hostile forces using the bridge or road section.			
Victory from Defeat	Range: 40	Duration: Instant	PW: 3
If one of the character's friends, allies or followers is killed, mortally wounded or knocked unconscious by an enemy the character adds any temporary PW they have left to his/her PW and add ¼ of their original total hits to his/her hits. The character also gets +1 max and +3 damage against the enemy who wounded or killed the friend.			

## Irippi Ontor: First Arrow of Light

Irippi Ontor also known as the Brown Man, the First Arrow of Light and Master of Secrets is one of the Seven Mothers and the Lunar God of Knowledge.

Power:	Lesser.
STATs	IQ, PW.
Trait	Inclusive.
Skills:	Any Academic x2, Sedenyic Philosophy, Read/Write New Pelorian.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	None.
Bonuses:	Arrow of Light (Trait Defence (Inclusive)), Max(Academic), Magical Resistance (Non-Lunar Magic), Sense (Magic and Anything Concealed by Magic).
Allied Cults:	All Lunar Cults.

### The First Aspect

Memorise Text	Range: Touch	Duration: 1 hour per	PW: 1/per
The user memorises the text exactly and can reproduce it exactly. The character can memorise one book per IQ.			

Identify Writing	Range: Touch	Duration: Instant	PW: 1
The caster identifies the script, language and subject of the target text.			

### The Second Aspect

Protect Document	Range: Touch	Duration: 1 day per	PW: 1/per
The target document cannot be burned, smudged or deleted. It is waterproof and is very hard to tear. For 1p the effect is permanent.			

Bash Spirit	Range: 30	Duration: 5 mins	PW: 1
The target spirit can resist. The spirit cannot take any actions for the duration.			

Identify Magic	Range: 20 radius	Duration: Instant	PW: 1
The caster knows what all active magic in the radius of effect is and what it does.			

Ward Document	Range: Touch	Duration: 1 day/per	PW: 1/per
Requires a 1-hour difficult ritual. If the target document is read by anyone except the caster, other Irippi Ontor worshippers or other named individuals they must immediately resist the caster's permanent PW at the time of casting or be reduced to 0 IQ for 1 day per 1 failed by. The book or scroll is emblazoned with a large warning rune. For 1p the effect is permanent.			

### The Third Aspect

Read Other Language	Range: Touch	Duration: 1 hour/per	PW: 1/per
The character can read target document as though s/he were VS in that language. Requires a 10 min vdfif ritual.			

Read Items	Range: Touch	Duration: 1 hour/per	PW: 1/per
Requires a 1 hour vdfif ritual, the caster knows the history of the item including when and where it was made and who has owned it.			

Divert Spell	Range: Self	Duration: 1 hour/per	PW: 1/per
If the caster succeeds in resisting a spell s/he may immediately divert it to any other target within range who must then save themselves.			

Read Buserian Code	Range: Touch	Duration: 1 hour/per	PW: 1
The character can read Buserian Codes. Requires a 30 min vdfif ritual.			

### The Fourth Aspect

Mind Blast	Range: 30	Duration: 6 hours per	PW: 3
Target is allowed a resistance roll. If the target fails it has an IQ of 0 for 6 hours per point the save is failed by.			

Enchant Silver	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 one silver weapon. Requires a 6 hour dif ritual.			

Dispel Magic	Range: 30	Duration: Permanent	PW: 3
The target spell or attribute with a duration is broken. If it is being actively maintained then a resistance roll is allowed.			

Read Lhankhor Mhy Text	Range: Touch	Duration: 1 hour/per	PW: 1
The character can read Lhankor Mhy texts. Requires a 30 min vdfif ritual.			

Read Malkoni Text	Range: Touch	Duration: 1 hour/per	PW: 1
The character can read Malkoni Texts. Requires a 30 min vdfif ritual.			

### The Fifth Aspect

See Historical Events	Range: Self	Duration: 15 mins/per	PW: 2/per
Following a 1-hour edif ritual the caster can view events that occurred at a stated time in the past at the location s/he is in as though s/he were there.			

Divination	Range: -	Duration: 12-hour edif ritual.	PW: 8
The character can find out the answer to an important question. The knowledge must be known to Irippi Ontor which means it must have once been known to him personally or to one of his worshippers or the worshipper of an allied deity.			

Bedazzle Enemy Gods	Range: Self	Duration: 1 hour/per	PW: 1/per
Any spell or attribute with a resistance roll cat at the character by a non-Lunar which is resisted by the character is reflected back at the caster who is not allowed a save.			

### Issaries: Messenger of the Storm Pantheon

Issaries is a Lightbringer and the Storm Pantheons god of trade and eloquence.

Power:	Lesser.
STATs	IQ, CH.
Trait	Cunning.
Skills:	Trading, Appraisal, Sneak, Speak Trade Talk.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Max (Trading, Persuasion, Appraisal), Flee, Trait Bonus (Cunning), Max (Speak Trade Talk)
Allied Cults:	Lightbringers.

#### The First Aspect

Lock Box	Range: Touch	Duration: Permanent	PW: 1p
The target box or chest can only be opened by the caster (without smashing it).			

Entertain with Voice	Range: 15 radius	Duration: 5 mins	PW: 1
Targets may resist. The targets are attracted by the caster's voice and will listen to his/her proposals for the duration without wandering off. This only works in non-violent situations.			

Protection Whilst Sleeping	Range: Self	Duration: 10 hours	PW: 1
The caster can make perception rolls whilst sleeping as though s/he were awake and awake in one round and be able to act normally.			

#### The Second Aspect

Evaluate Currency	Range: Touch	Duration: Instant	PW: 1
The character knows the true value (weight and metal content) of currency. Up to 100 coins are evaluated.			

Make Alarm	Range: Touch	Duration: 1 day/per	PW: 1/per
Creates an invisible alarm which activates if anyone other than the caster or those s/he names come within 5 squares unless they are shielded by magic in which case they are allowed a resistance roll. The alarm can be silent (mental to the caster) or make a loud noise.			

Cover Tracks	Range: Touch	Duration: 1 hour/per	PW: 1/per
The target leaves few tracks and anyone following adds 3 levels to the difficulty of tracking rolls.			

Detect Ambush	Range: 100m radius	Duration: Instant	PW: 1.
The caster locates an ambush within range.			

Duck and Weave	Range: Self	Duration: 15 mins	PW: 2
The caster has +2 Speed.			

#### The Third Aspect

Detect Thief	Range: 50 radius	Duration: Instant	PW: 1
All thieves within the area must resist or the character will know the direction and distance to them.			

Detect Theft	Range: 10 radius	Duration: Instant	PW: 1
The character knows if anything has been stolen within the last day.			

Hide Booby Trap	Range: Touch	Duration: 1 day/per	PW: 1/per
In a 10 min difficult ritual the caster hides the trap so that it is 2 levels harder to spot.			

Enhance Appearance of Goods	Range: Touch	Duration: 1 day/per	PW: 1/per
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The target item looks 50% more valuable. It takes an edif search roll to spot the deception. Requires a 15-minute difficult ritual.
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Swift Exit	Range: Self	Duration: Instant	PW: 2
The caster can flee at full speed whilst making a sneak roll to avoid attention.			

### The Fourth Aspect

Talk with Hands	Range: Self	Duration: 1 hour	PW: 1
The character can make signals with hands that transmit messages to people allowing trade but with a 2 penalty.			

Convince Person	Range: 5	Duration: 30 mins/per	PW: 1/per
The target may resist. After a successful trade roll this can be used to seal the deal make the transfer and make the target leave. The target will not consider if the trade was good for the duration.			

Recognise Magic Item	Range: Touch	Duration: 10 min vdif ritual.	PW: 2.
The caste identifies the purpose of the magic item.			

Bless Market	Range: square 50 by 50	Duration: 1 hour per.	PW: 2/per.
The character sets up 4 staffs with the image of Issaries in the four corners of the warded area and performs a 10-minute difficult ritual. A faint glow stretches between the staffs and anyone passing though the ward with hostile intent (planning aggression or theft or having committed the same) immediately alerts the caster unless they have some anti-detection magic and can resist the caster's PW. A detected person must immediately resist the caster or take 1D-1 damage through armour. Also within the market the caster has +1 to all trade rolls.			

### The Fifth Aspect

Create Accounts	Range: Touch	Duration: -	PW: 0
The character can use Magic Ritual to make accounts as though s/he could write/ add up.			

Weights and Measures	Range: Touch	Duration: -	PW: 0
The character can use Magic Ritual to use weights and measures as though s/he could write/ add up.			

Magic Trade	Range: Touch	Duration: -	PW: 1
In a 15-minute difficult ritual the caster trades magic with another person or between two other people. Each swaps one attribute or spell with the other. They then cannot use their spell or attribute until the other has used it once. In return they can use the other's spell or attribute once.			

## Karndarsal: Warrior of Pelanda

Karndarsal is the Pelandan warrior-lion god.

Power:	Lesser.
STATs	DX, IQ.
Trait	Cunning.
Skills:	Javelin, Ambush, Sneak, Running.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Max (Ambush), Max (Sneak and Hide), Extra Actions (Javelin), Extra Actions (1H Spear).
Allied Cults:	None.

### The First Aspect

Lion's Roar	Range: Self	Duration: 15 mins	PW: 1
Caster causes+1D Fear.			

No Print	Range: Self	Duration: 1 hour	PW: 1
Enemies are -3 to track the character.			

Distract Enemy	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target is at -2 to Perception.			

Night Vision	Range: Self	Duration: 1 hour	PW: 1
Caster has night vision.			

**The Second Aspect**

Javelin of Pain	Range: Touch	Duration: Instant	PW: 1
Caster's javelin deals +3 damage and +3 null. Used as the javelin is thrown for no extra actions.			

Lion Skin	Range: Self	Duration: 15 mins	PW: 1
Caster has 2/2 skin.			

Confuse Enemy	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target is at -2 to all attacks.			

**The Third Aspect**

Spear of Pain	Range: Touch	Duration: 15 mins	PW: 2
Caster's spear deals +2 damage and +2 null.			

Black Mane	Range: Self	Duration: 15 mins	PW: 2
Caster has +3/3 enchanted armour.			

Unsettle Foe	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target is at -2D to all fear checks			

**The Fourth Aspect**

Slashing Paw	Range: Self	Duration: 15 mins	PW: 2
Caster has Claws and counts as EX with them.			

Lion Shield	Range: Touch	Duration: 15 mins	PW: 2
Caster's shield has +1 CV, +2 Parry and +3 Pts.			

Confuse Enemy	Range: Self	Duration: 15 mins	PW: 1
Caster has an extra action in Ambush, Sneak and Hide.			

**The Fifth Aspect**

Lion Self	Range: Self	Duration: 15 mins	PW: 2
Caster has +8 ST and +4 DX.			

Cut Off Escape	Range: Self	Duration: 15 mins	PW: 1
Caster has +6 to pursue.			

Confuse Magic	Range: Self	Duration: 15 mins	PW: 1
Caster has +6 to resist magic or spirits.			

## Lhankor Mhy: Knowledge God of the Storm Pantheon

Lhankor Mhy is a Lightbringer and the knowledge god of the Storm Pantheon.

Power:	Lesser.
STATs	IQ, PW.
Trait	Cunning.
Skills:	Oratory, Any Academic x2, Any Nature Lore.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Max (Academic), Max (Nature Lore), Research (Unrelated Skill Bonus (Most Appropriate Academic, Military Lore or Nature Lore if any), Max (Oratory).
Allied Cults:	Lightbringers.

**The First Aspect**

Duplicate Document	Range: Touch	Duration: Permanent	PW: 3
The character can use a difficult magical ritual taking 30 mins per page to duplicate a document even if s/he cannot read it.			
Search Library	Range: Self	Duration: 6 hour difficult ritual	PW: 3
The character can find a document in a Lhankor Mhy library despite lack of an obvious organising system.			

**The Second Aspect**

Avoid	Range: Self	Duration: 15 mins	PW: 1
The character has +1 to Avoid.			
Dodge	Range: Self	Duration: 15 mins	PW: 1
The character has +1 to Dodge.			
See in the Dark	Range: Self	Duration: 15 mins	PW: 1
The character has Night Vision.			
Distract with Words	Range: 10	Duration: 5 mins	PW: 1
Target may resist. Target, who must understand the language of the caster, is distracted and will not attack the caster unless s/he is attacked first.			
Cite Precedent	Range: Self	Duration: Instant	PW: 1
The character exactly recalls a legal precedent that s/he has had recited or read and can quote it exactly.			

**The Third Aspect**

Find Obscure Fact	Range: Self	Duration: 6 hour difficult ritual	PW: 3
The character can find a fact in a Lhankor Mhy library despite lack of an obvious organising system.			
Reconstruct Document	Range: Touch	Duration: Permanent	PW: 3
The character can use a vdif magical ritual taking 30 mins per page to reconstruct a document whilst in a Lhankor Mhy library. At least 50% of the document must be intact. The character must be able to read the document.			
Pack of Protection	Range: Touch	Duration: 1 day/per	PW: 1/per
In a 10 minute vdif ritual the caster enchants the target pack to make it waterproof, fire resistant and buoyant.			
Erase Error	Range: Touch	Duration: Instant	PW: 1
The character can erase an error in a document without damaging the document.			
Block Attack	Range: Self	Duration: 15 mins	PW: 1
The character has a +2 Parry.			
Artful Blade	Range: Self	Duration: 15 mins	PW: 1
The character has +2 max with a weapon.			
Impress Juror	Range: 10	Duration: 1 hour/per.	PW: 1/per
Target may resist. The target juror is impressed with the character's arguments and is has -1D to resist persuasion.			

**The Fourth Aspect**

Clairvoyance	Range: 1 km/per	Duration: 1 hour edif ritual	PW: 1/per
The character can see as though s/he were at another location as long as the location is not protected by magic and if guarded by spirits the character may be attacked.			
See Past Events	Range: -	Duration: 1 hour edif ritual	PW: 6
The character can see past events in the current location unless blocked by magic.			
Find Weakness	Range: 10	Duration: 15 mins	PW: 2
The target can resist. All the target's armour (natural or magic) has its points and minimum halved against the caster.			
Surprise Attacker	Range: Self	Duration: 15 mins	PW: 1

The character is EX in the Surprise Blow Heroic Ability.

**The Fifth Aspect**

Read Mind	Range: Touch	Duration: 1 hour edif ritual	PW: 4
The target may resist. The character draws knowledge directly from the target's mind.			
History of Object	Range: Touch	Duration: 3 hour edif ritual	PW: 5
The character knows the history of the object including the time and place of creation and all previous owners.			
Find the Way	Range: -	Duration: 1 hour edif ritual	PW: 4
The character knows the best route to the stated location and identifies threats likely to be faced on the way.			
Reveal Truth	Range: 10	Instant	PW: 3
The target may resist. The next thing s/he says must be the truth.			

### Lightning Eagle: Rinliddi Lightning Storm

An air god of Rinliddi

Power:	Lesser.
STATs	PW, DX.
Trait	Courage.
Skills:	Acrobatics, Evade, Perception, Outdoor Living.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Enchanted Armour, Max (Evade and Dodge), Max (Acrobatics), Max (Perception).
Allied Cults:	Tholm

**The First Aspect**

Eagle Eye	Range: Self	Duration: 1 hour	PW: 1
Caster has Sharp Senses.			

**The Second Aspect**

Enchant Silver Armbands	Range: Touch	Duration: Permanent	PW: 2p
In a 6-hour dif ritual enchants a pair of silver armbands that give the caster +2/2 enchanted armour when worn.			
Resist Storm	Range: Self	Duration: 1 hour	PW: 2
Caster has +6 to resist storm magic or spirits and reduces damage from electricity or air by 2 levels.			

**The Third Aspect**

Flight	Range: Self	Duration: 1 hour	PW: 3
Caster can fly at MA 18 if wearing no armour. This requires both arms to be free to use a feathered cloak so the caster can use a weapon other than a missile weapon but not a shield for example.			
Eagle Noise Lightning	Range: 50	Duration: Instant	PW: 2
Caster makes an attack at max 10+ Ritual skill with a range modifier of 6 based on adjDX. If it hits the target it takes L2 electricity damage.			

**The Fourth Aspect**

Hurricane Blast	Range: 30/5 radius	Duration: Instant	PW: 3
All targets in area take L2 air damage.			
Eagle Scream	Range: 10 radius	Duration: Instant	PW: 2
All enemies in radius must resist 2D Fear.			
Eagle Heart	Range: Self	Duration: 1 hour	PW: 3
Caster can re-roll any failed fear check.			

Summon Lesser Sylph	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Sylph to serve the caster .			

### The Fifth Aspect

Soaring Eagle	Range: Self	Duration: 1 hour	PW: 5
Caster can fly at MA 24 if wearing no armour. This requires both arms to be free to use a feathered cloak so the caster can use a weapon other than a missile weapon but not a shield for example.			

Breath of Lightning	Range: 50	Duration: Instant	PW: 4
Caster makes an attack at max 10+ Ritual skill with a range modifier of 6 based on adjDX. If it hits the target it takes L4 electricity damage.			

Summon Sylph	Range: 10	Duration: 15 mins	PW: 4
Summons a Sylph to serve the caster.			

## Lodril: God of Earthly Fire

Lodril is the god of earthly fire and of the Dara Happan commons.

Power:	Lesser.
STATs	ST, CH.
Trait	Courage.
Skills:	Long Thrusting Spear, Dodge, Seduction, Jump.
Advantages and Other Requirements	Must be male.
Disadvantages:	Lustful.
Bonuses:	Max (Spear), Max (Evade and Running), Max (Seduction), Enchanted Armour, Toughness.
Allied Cults:	None.

### The First Aspect

Gold Skin	Range: Self	Duration: 15 mins	PW: 1
The character has +10/10 magic armour against fire.			

Suppress Mahome	Range: 20	Duration: Instant	PW: 1
The character puts out a fire up to the size of a campfire (radius 1).			

### The Second Aspect

Fire Spear	Range: Touch	Duration: 15 mins	PW: 1
The character's spear does L2 Fire damage in addition to its normal damage.			

Summon Mahome	Range: 20	Duration: Instant	PW: 1
The character ignites a fire up to the size of a campfire (radius 1) or a single flammable, non-living object such as a weapon haft or some clothing. If the item is being carried or worn the target may resist. If it is left burning it will need to resist breakage after 3 turns. Anyone wearing or holding the item will take L1 Fire damage per turn until they get rid of it or put it out. To smother the flames requires an action and a 3D throw under adjDX if the object is in hand or 2D if it is on the ground. A campfire deals L1 fire damage.			

Command Mahome	Range: 20	Duration: 15 mins	PW: 1
The character can cause a fire up to 1 radius to spread controlling the direction it will move and increasing the speed it travels by 3. It remains the size of a camp-fire. A campfire deals L1 fire damage.			

Suppress Gustbran	Range: 20	Duration: Instant	PW: 2
The character puts out a fire up to the size of a bonfire (radius 2-5).			

Piercing Spear	Range: Touch	Duration: 15 mins	PW: 1
The character's spear has +2 null and reduces minimum armour by 2.			

**The Third Aspect**

Flame Skin	Range: Self	Duration: 15 mins	PW: 1
The character's skin is wreathed in flames. S/he is immune to fire damage and anyone or anything touching or being touched by him takes L2 Fire damage. Flammable weapons make a breakage roll when used on the caster.			
Summon Gustbran	Range: 20	Duration: Instant	PW: 3
The character ignites a fire bigger than a camp-fire and up to the size of a bonfire (radius 2-5) or incinerates a single flammable, non-living object such as a weapon haft or some clothing. If the item is being carried or worn the target may resist. It must immediately resist breakage and its holder or wearer takes L2 Fire damage. The fire on such an object does not persist. A bonfire deals L2 fire damage.			
Command Gustbran	Range: 50	Duration: 15 mins	PW: 2
The character can cause a fire to spread controlling the direction it will move and increasing the speed it travels by 5. It remains the size of a bonfire (radius 2-5). A bonfire deals L2 fire damage.			
Suppress Oakfed	Range: 20	Duration: Instant	PW: 3
The character puts out a fire up to the size of a wild fire (radius greater than 5).			
Breathe Life	Range: Touch	Duration: Instant	PW: 1/per
The target regain 1 hit per PW. This spell does not heal wounds.			
Summon Lesser Salamander	Range: 10	Duration: 15 mins	PW: 2
Summons a lesser salamander to serve the caster.			

**The Fourth Aspect**

Flaming Hands	Range: 4 cone	Duration: Instant	PW: 3
All targets in the cone must avoid or take L3 Fire damage.			
Summon Oakfed	Range: 20	Duration: Instant	PW: 4
The character ignites a fire bigger than a bonfire and up to the size of a wildfire (radius 6-30). A wildfire deals L3 fire damage.			
Command Oakfed	Range: 200	Duration: 15 mins	PW: 3
The character can cause a wildfire to spread controlling the direction it will move and increasing the speed it travels by up to 5. It can be as large as the fuel available but the moving part is up to radius 30. A wildfire deals L3 fire damage.			
Summon Salamander	Range: 10	Duration: 15 mins	PW: 4
Summons a Salamander to serve the caster.			
Enchant Gold	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of gold armour or one gold weapon. Requires a 6 hour dif ritual.			
Command Salamander	Range: 10	Duration: 1 hour	PW: 2
Target Salamander must resist or obey the caster.			
Dismiss Salamander	Range: 10	Duration: Instant	PW: 2
Target Salamander must resist or be banished.			
Satisfy Goddess	Range: 1	Duration: 1 hour	PW: 2
Target may resist. Target, who must be a female worshipper of a goddess, must resist or act as though she was a good friend of the caster.			

**The Fifth Aspect**

Lance of Fire	Range: 30	Duration: Instant	PW: 4
The caster makes a spear attack as though the target was standing next to him. If he hits the target takes L4 Fire damage.			
Summon Greater Salamander	Range: 10	Duration: 1 hour	PW: 6
Summons a Greater Salamander to serve the caster.			

Heat Ground	Range: Touch	Duration: 1 year	PW: 10
Target acre of land is immune to frost and snow will not lie on it.			

Command Volcano God	Range: 50	Duration: 1 hour	PW: 2
The character may command a volcano god as though he had the attributes of the god's cult.			

### Maran Gor: The Earthshaker

Maran Gor is the goddess of earthquakes. She is worshipped particularly by the Tarsh Exiles.

Power:	Lesser.
STATs	ST, PW.
Trait	Traditional.
Skills:	1H Axe, Magical Ritual, Ambush, Hide.
Advantages and Other Requirements	Must be a woman or a eunuch. Must obey the orders of the priestess. Must never till the soil or herd beasts and must eat only raw meat for breakfast every day.
Disadvantages:	Vengeful
Bonuses:	Toughness, Damage (Axe), Knock Back Resistance, Tough Skin, Penalty Reduction.
Allied Cults:	Babeester Gor.

#### The First Aspect

Great Strength	Range: Self	Duration: 15 mins	PW: 1
The character has +8 ST.			

#### The Second Aspect

Ponderous Step	Range: Self	Duration: 15 mins	PW: 1
The character has -2 MA (min 1) but the character cannot be forced back and has a +3 bonus to resist being knocked down or moved by any cause.			

Move Rocks	Range: Touch	Duration: Instant	PW: 1
Target rock of up to 1-ton weight moves 5 squares as directed by the caster over a 10 second period.			

Knock Down Foe	Range: 20	Duration Instant	PW: 3
All targets with 3 squares of the target square must make a dif Balance roll or fall.			

#### The Third Aspect

Rockskin	Range: Self	Duration: 15 mins	PW: 3
The character has tough, stone-like +5/4 skin but cannot wear any other natural armour.			

Cause Landslide	Range: Touch	Duration: Instant	PW: 3
On a slope of a least 1 in 4 this spell triggers a landslide 8 squares wide which continues 20 squares or ½ the length of the slope (whichever is lower) beyond the end of the slope. Anyone caught in the slide must roll a vdiff Balance or fall taking L3 Physical damage, being carried 10 squares (or to the end of the slide) and trapped requiring 4D under ST to escape each turn.			

Divert Stream	Range: Touch	Duration: 30 min difficult ritual	PW: 3
The target stream is diverted by creating a new downhill channel up to 10 squares long. It then continues in the direction of the slope.			

Open Trench	Range: Touch	Duration Instant	PW: 3
Opens a trench 10 squares long, 1 square wide and 2 squares deep. Further uses can make the trench deeper, wider or longer.			

Raise Earth	Range: Touch	Duration Instant	PW: 3
Raises the earth into a steep sided barrier 10 square long, 1 square wide and 2 squares high. Further uses can make the wall wider, longer or higher but it must be at least 1 wider for every 2 higher.			

Summon Lesser Gnome	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Gnome to serve the caster.			



**The Fourth Aspect**

Solidify Dust	Range: Touch	Duration 30 min difficult ritual	PW: 8
Turns 6 cubes of compacted earth (e.g., the results of a raise earth spell) or dust into solid rock			

Collapse Building	Range: 20	Duration Instant	PW: 4
Target building must resist with its ST against the caster's PW: ST 10 for mud brick, ST 20 for a good flexible wooden building or for a good brick or stone building or ST 30 for a Lunar type brick, concrete and stone building. The spell effects a 10 square radius and anyone in the radius must also roll a vdfif Balance or fall.			

Create Fissure	Range: 20	Duration Instant	PW: 4
Creates a fissure 1 square wide and 10 squares long. Any target in the area must avoid it or fall down the fissure, which is 6 squares deep, and step sided. Any parts of building the fissure passes through will collapse into the fissure.			

Summon Gnome	Range: 10	Duration: 15 mins	PW: 4
Summons a Gnome to serve the caster.			

Dismiss Earth Elemental	Range: 10	Duration: Instant	PW: 2
Target Earth Elemental must resist or be banished.			

**The Fifth Aspect**

Earth Tremor	Range: 1 km	Duration 15 min edif ritual.	PW: 2p/per
Creates an earthquake centred at the target location. The quake's strength on the Richter scale is 1 per 2 PW sacrificed. Several characters (all knowing this attribute) can combine to provide PW.			

Shake Earth Ritual	Range: Touch	Duration: 30 min vdfif ritual and then 1day/ per.	PW: 2/per
All 4 <sup>th</sup> and 5 <sup>th</sup> aspect worshipers who join hands in the ritual circle can from then on use earth moving or shaking magic together. As each uses the attribute the effect are immediately combined so 4 worshippers can immediately create the effects of 4 Raise Earth spells together to create a wall 20 square long, 2 square wide and 4 squares high or use Move Rocks to move a 4 ton rock.			

Summon Greater Gnome	Range: 10	Duration: 15 mins	PW: 6
Summons a Greater Gnome to serve the caster.			

**Molanni: The Still Air**

Molanni is the goddess of calm air and the favoured air goddess in celestial and earth pantheon lands.

Power:	Lesser.
STATs	CH, DX.
Trait	Caution
Skills:	Outdoor Living, Persuasion, Seduction, Singing
Advantages and Other Requirements	Must be female.
Disadvantages:	None.
Bonuses:	Max (Persuade), Damage Reduction (Caused by Air, Electricity or Storm Cultists), Magical Resistance (Storm Magic and Spirits), Knockback Resistance.
Allied Cults:	Deezola, Dendara.

**The First Aspect**

Endure Scorn	Range: Self	Duration: 1 hour	PW: 1
The character has +2D to relationship saves and reduces the difficulty of social rolls vs. enemy cults by 2 levels (not easier than with friends),			

Still Wind	Range: 5 radius	Duration: 15 mins	PW: 2
No wind can blow in the radius. Any attempt to create a wind in the radius must resist the caster.			

Dismiss Bluster	Range: 10 radius	Duration: 15 mins	PW: 1
Any persuasion attempts using the threat of violence or other intimidation are at -3.			

**The Second Aspect**

Seduction Magic	Range: 5	Duration: 1 hour	PW: 1
Target can resist. Target does not get a resist persuasion save against the caster's seduction attempts.			
Dismiss Air Spirit	Range: 20	Duration: Instant	PW: 1
Target can resist. Target wind or ice spirit is returned to the spirit plane.			
Predict Weather	Range: 10 km radius	Duration: 10 min dif ritual	PW: 2
Predicts the weather for the next day with 90% accuracy, for the next week with 50% accuracy and for the next month as a general outlook.			

**The Third Aspect**

Calm	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target cannot take aggressive action unless attacked first.			
Dismiss Sylph	Range: 10	Duration: Instant	PW: 2
Target Sylph must resist or be banished.			
Ground Wind Walker	Range: 100	Duration: Instant	PW: 2
Target storm cultist using flying magic must resist or their magic is cancelled forcing them to descend gently to the ground.			
Wind	Range: 20	Duration: Instant	PW: 1
Target can resist. Target must roll 3D under current hits or fall down unable to act for 1 turn per point failed by.			

**The Fourth Aspect**

Reconcile Enemy	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target storm worshipper considers the caster to be a good friend.			
Clear Clouds	Range: 100 radius	Duration: 1 hour per	PW: 2 per
In a 5-minute dif ritual clears all clouds from the radius.			
Desiccate	Range: 10	Duration: Instant	PW: 1 per
Target water creature or elemental must resist or take 1D damage per point through armour.			
No Wind	Range: 50 radius	Duration: 15 mins	PW: 4
No wind can blow in the radius. Any attempt to create a wind in the radius must resist the caster.			
Ignore Storm	Range: Self	Duration: 15 mins	PW: 1 per
Reduces damage from Air or Electricity by 1 level per PW used.			
Still	Range: 20	Duration: 15 mins	PW: 1
Target has its MA reduced by 6 (min 1).			

**The Fifth Aspect**

Dismiss Storm Magic	Range: 20	Duration: Instant	PW: var
If PW used equals or exceeds the PW in target storm spell or attribute it is cancelled.			
Unleash Drought	Range: 10 km radius	Duration: 1 Season	PW: 10
In a 1-hour edif ritual causes a drought in the region. Any attempt to make rain fall must resist the caster.			
No Breath	Range: 20	Duration: Instant	PW: 1
Target can resist each turn. Target cannot breath. After the 2 <sup>nd</sup> turn it can take no actions, on the 4 <sup>th</sup> it falls down and after the 6 <sup>th</sup> it takes 1D damage per turn through armour,			

## Odayla: Bear Hunter

Odayla is the god of hunting of the Storm Pantheon.

Power:	Lesser.
STATs	ST, DX.
Trait	Traditional.
Skills:	Animals, Sneak, Javelin, Climb.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Max (Javelin), Max (Perception), Toughness, Max (Survival).
Allied Cults:	Orlanth, Yinkin.

### The First Aspect

Bear Foraging	Range: Self	Duration: 1 hour	PW: 1
The character has a +2 bonus at foraging and can eat anything a bear would eat.			
Hibernate	Range: Self	Duration: up to 6 months	PW: -
The character can fall into a deep sleep in which state s/he does not need food or drink and has cold resistance.			
Remain Motionless	Range: Self	Duration: 1 hour/per	PW: 1/per
The character has +2 bonus at hiding as s/he remains totally motionless.			

### The Second Aspect

Track by Scent	Range: Self	Duration: 1 hour	PW: 1
The character can track by scent.			
Bear's Hide	Range: Self	Duration: 15 mins	PW: 1
The character has 3/2 bear's hide armour and cold resistance.			
Bear's Strength	Range: Self	Duration: 15 mins	PW: 1
The character has +6 ST.			

### The Third Aspect

Terrify Prey	Range: 10	Duration: Instant	PW: 2
The target may resist. The target must make a 3D fear check.			
Hide in Foliage	Range: Self	Duration: 1 hour	PW: 1
The character has +3 to Hide if concealed in foliage.			
Mask Scent	Range: Self	Duration: 1 hour	PW: 1
The character has no scent and cannot be tracked by scent or detected by scent.			
Move Silently	Range: Self	Duration: 1 hour	PW: 1
The character has +2 to Sneak.			
Run Over Terrain	Range: Self	Duration: 1 hour	PW: 1
The character can move over bad going at no penalty.			

### The Fourth Aspect

Javelin Sureshot	Range: Self	Duration: 15 mins	PW: 1
The next javelin thrown by the caster hits without making an attack roll.			
Acute Vision	Range: Self	Duration: 1 hour	PW: 1
The character can see with x10 magnification.			
Arrow Sureshot	Range: Self	Duration: 15 mins	PW: 1
The next arrow shot by the caster hits without making an attack roll.			

**The Fifth Aspect**

Sleep Back to Life	Range: Self	Duration: Varies	PW: 1p
If the character is killed by damage s/he will gradually heal at 1/10 normal rate until completely healed at which point s/he will return to life. If mortally wounded the wound will regenerate in 20 weeks as the character sleeps.			

**Orlanth: Storm King**

Orlanth is the king of the storm gods and the great god of the hill barbarians. His aspect is of storm, freedom and violence. He is the god who brought the world to ruin when he killed the sun but repented and worked to bring it back to life as the chief of the Lightbringers. He is the god of the barbarian kings and their warriors. The cult contains within it the cults of various minor storm deities and heroes who are represented by Attributes of the cult.

Power:	Greater.
STATs	ST, DX.
Trait	Traditional.
Skills:	Running, Jump, Leadership, Acrobatics.
Advantages and Other Requirements	Must be male.
Disadvantages:	Aggressive, Vengeful.
Bonuses:	Extra Actions (1H Cut and Thrust Sword), Max (Javelin), Max (Athletics), Damage (1H Cut and Thrust Sword), Move in No Armour, Max (Evade and Running).
Allied Cults:	Lightbringers, Yinkin, Odayla, Elmal, Hedkoranth.

**The First Aspect**

Armour of Woad	Range: Self	Duration: 2 hours	PW: 1/per (max = Aspect)
In a 10 minute difficult ritual paint self with woad giving 1/1 enchanted armour per PW used.			

Sunset Leap	Range: Self	Instant	PW: 1
Caster as a move action can leap 10 squares/aspect.			

Resist Cold	Range: Self	Duration: 2 hours/per	PW: 1/per
In a 5-minute average ritual the caster gains immunity to natural cold and 10/10 enchanted armour against cold attacks.			

Wind Words	Range: Self	Duration: 1 hour	PW: 1
The caster can hear words downwind as though standing next to the speaker and whisper to a target within 100 metres as though standing next to them.			

**The Second Aspect**

Flickering Blade	Range: Touch	Duration: 10 minutes	PW: 1
When wielding a sword the caster gets +2 max and subtracts 2 from an opposing parry.			

Run Over Terrain	Range: Self	Duration: 1 hour	PW: 1
The caster can run over any rough terrain as though it was good going. S/he does not tire.			

Call Wind	500m radius	Duration: 10 minutes/per	PW: 1/per
The caster calls brisk wind sufficient to blow away clouds and fog and move a ship.			

Resist Fire	Range: Self	Duration: 2 hours/per	PW: 1/per
In a 5-minute average ritual the caster gains immunity to natural heat and 8/8 enchanted armour against fire attacks.			

**The Third Aspect**

Leaping Shield	Range: Touch	Duration: 10 minutes	PW: 1
The casters shield is enchanted to have +2 hits, +1 CV and has +2 Parry.			

Call Gale	50m radius	Duration: 1 minute/per	PW: 1/per
The caster calls a gale strong enough to cause a dust or sandstorm (in suitable conditions) reducing visibility by to ¼, to cause everyone in the area to move at ½ speed and to divide the range of missile attacks by 4.			

Run Up Cliffs	Range: Self	Duration: 1 hour	PW: 1
The caster can run over any steep ground up to a vertical slope as though it was good going. S/he does not tire.			

Call Rain	50m radius	Duration: 10 minute/per	PW: 1/per
After a 30-minute vdfif ritual the caster causes rain to fall.			

Resist Water	Range: Self	Duration: 2 hours/per	PW: 1/per
In a 5-minute average ritual the caster gains the ability not to sink in water and 8/8 enchanted armour against water attacks.			

Summon Lesser Sylph	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Sylph to serve the caster .			

### The Fourth Aspect

Enchant Iron	Range: Touch	Duration: Permanent	PW: 1 permanent
In a 6 hour edif ritual the caster enchants 1 set of iron armour or one iron weapon. Requires a 6 hour vdfif ritual.			

Swordhelp	Range: Touch	Duration: 10 minutes	PW: 1
When wielding a sword the caster gets +2 damage, +2 null, cannot fumble with the weapon and cannot have the weapon broken.			

Flight	Range: Self	Duration: 15 minutes	PW: 1
The caster can fly when wearing no armour and carrying light equipment at a speed of 24.			

Call Tornado	3 sq radius: 30m	Duration: 1 minute/per	PW: 2/per
The caster calls a tornado. It will destroy all but the toughest stone buildings. It moves at a rate of 5 squares per turn in a random direction with a tendency to go down wind (roll 1D for direction 9-10 being the wind direction). Anyone it must resist on 5D under ST or be thrown 40m into the air. Anyone within 3 squares must roll 3D under ST each turn or be unable to move and be pulled 1 square closer. Anyone within 6 squares must roll 2D.			

Overbear Foe	Range: Self	1 hour	PW: 2
The caster has +8 ST and his/her attacks cause double the normal knockback (in squares)			

Resist Earth	Range: Self	Duration: 2 hours/per	PW: 1/per
In a 5-minute average ritual the caster gains the ability to escape being damaged by earthquakes and landslides and has 8/8 enchanted armour against earth attacks.			

Summon Sylph	Range: 10	Duration: 15 mins	PW: 4
Summons a Sylph to serve the caster.			

Command Sylph	Range: 10	Duration: 1 hour	PW: 2
Target Sylph must resist or obey the caster.			

Dismiss Sylph	Range: 10	Duration: Instant	PW: 2
Target Sylph must resist or be banished.			

Tornado Bolt	Range: 50.	Instant	PW: 3
Caster attacks as though using a javelin and the target takes L3 Air Damage.			

### The Fifth Aspect

Summon Storm	1 km radius	Duration: 10 minute/per	PW: 1/per
In a 5-minute edif ritual summons a mighty storm with torrential rain, gale force winds and bolts of lightning. Visibility in the storm is x ½, missile range penalties are tripled, movement is x ½, flimsy buildings are destroyed and more substantial ones damaged.			

Command Storm Worshippers	Range: 50m	Duration: 1 hour	PW: 3
All storm pantheon worshippers of 2 aspects lower than the caster must resist or obey the caster's orders which must be reasonable and in line with the storm pantheon's beliefs.			

Command Lightbringers	Range: 20m	Duration: 1 hour	PW: 3
All Lightbringer worshippers of 2 aspects lower than the caster must resist or obey the caster's orders which must be reasonable and in line with the Lightbringer's beliefs.			

Summon Greater Sylph	Range: 10	Duration: 15 mins	PW: 6
Summons a Greater Sylph to serve the caster.			

Fly Like the Wind	Range: Self	Duration: 5 minutes	PW: 1
The caster can fly when wearing no armour and carrying light equipment at a speed of 40.			

Thunderbolt	Range: 50.	Instant	PW: 1/per
The target/s (one per PW) L2 Electricity Damage. An attack roll is needed as though the caster was throwing javelins. Only works out doors.			

Lightning	Range: 50.	Instant	PW: 5
The target must make an edif Avoid or take L5 Electricity damage. Only works out doors.			

## Pavis

Pavis is a Minor city god with the following special attributes:

### The First Aspect

Resist Spirit	Range: Self	Duration: 15 mins	PW: 1.
The character has +6 resistance to spirit spells and spirits.			

### The Second Aspect

Scare Herd Beast	Range: 20	Duration: 15 mins	PW: 1
Target may resist. The target Praxian herd beast flees from the caster for the duration.			

### The Third Aspect

Wrestle Waha	Range: 5	Duration: 15 mins	PW: 1
Target may resist. The target Praxian animal nomad is -4 to hit the caster.			

### The Fourth Aspect

Heal Body	Range: Touch	Duration: 1-hour difficult ritual.	PW: 4
The target regains all hits (less penalties for wounds) and all wounds count as treated.			

### The Fifth Aspect

Animate Statue	Range: Touch	Duration: 12-hour edif ritual.	PW: 1p, 2p or 3p
The caster binds a cult servant into a statue which becomes animated. The PW cost is for a lesser animated stature, an animated statue or a greater animated statue.			

## Polaris: The Pole Star

Polaris is the god the celestial Pantheon god of strategy and the cosmic dance.

Power:	Lesser.
STATs	IQ, PW.
Trait	Cautious.
Skills:	Strategy, Leadership, Logistics, Read/Write Dara Happan.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Max (Military Lore), Moral Boosting, Trait Bonus (Cautious), Max (Leadership).
Allied Cults:	Yelm, Urvaranius.

### The First Aspect

Star Eye	Range: Self	Duration: 1 hour	PW: 1
Caster has Sharp Senses and Night Vision.			

Dispatch	Range: 10 km	Duration: 5 mins	PW: 1
Target superior or subordinate receives a mental message and/or vision transmitted from the caster.			

Sky Captain	Range: 20	Duration: Instant	PW: 1
Target can make a Fear check at 1D advantage to rally.			

### The Second Aspect

Eye of Heaven	Range: Self	Duration: 1 hour	PW: 1
Caster's vision has up to x20 magnification (like binoculars).			

Clear Mind	Range: Self	Duration: 1 hour	PW: 1
Caster has +8 to resist any mind effecting magic.			

Heaven's Armour	Range: Self	Duration: 15 mins	PW: 2
Caster has +3/3 enchanted armour.			

### The Third Aspect

View from Heaven	Range: Self	Duration: 1 hour	PW: 2
Gain a view as though looking down from above the current location from anywhere up to the sky-dome. Requires a 5-minute dif ritual.			

Distract Enemy	Range: 20	Duration: 15 mins	PW: 2
Target can resist. Target must move towards a named visible location or object for the duration unless an obvious risk of death exists e.g. into quicksand, over a cliff or currently in melee.			

Polaris' Shield	Range: Touch	Duration: 15 mins	PW: 2
The caster's shield is +1 CV, +2 parry +3 pts.			

### The Fourth Aspect

Watch	Range: 30 radius +10 per	Duration: 12 hours	PW: 2+1 per
The caster traces a circle of the required diameter in a 15-minute vdif ritual. For the duration will detect any enemy crossing the boundary.			

Counter Enemy Plans	Range: 1 km	Duration: 1 hour	PW: 2
Target can resist. Target has a 2 penalty to military lore.			

Mirror Shield	Range: Touch	Duration: 15 mins	PW: 2
If an attack hits the caster's shield the attacker must resist or be dazed and unable to attack next turn.			

### The Fifth Aspect

Dance of the Stars	Range: -	Duration: Instant	PW: 4
In a 30 min edif ritual the caster finds the exact location of a regiment or band of troops visible from the sky dome.			

Discern Enemy Plans	Range: 1 km	Duration: 1 hour	PW: 4
Target can resist. Caster works out the military plan of the target..			

Battle Grace	Range: Self	Duration: 15 mins	PW: 3
Caster has an extra action in combat.			

Summon Certamus	Range: 10	Duration: 15 mins	PW: 8
Summons a Certamus to help the caster. The Certamus will only help with matters of significance.			

## River Gods

There are River Gods for major rivers. Small rivers and streams are controlled by minor deities which are subcults of the River God. Most river gods will have some special attributes in addition to the standard.

Power:	Minor.
STATs	IQ, DX.
Trait	Cautious.
Skills:	Swim, Boat, Foraging, Outdoor Living.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Max (Survival, Perception, Nature Lore, Athletics in River Valley), Max (Evade), Damage (Trident).
Allied Cults:	River Gods.

### The First Aspect

River Eyes	Range: Self	Duration: 1 hour	PW: 1
An air dweller can see normally in water whilst a water dweller can see normally in air.			

### The Second Aspect

River Breath	Range: Self	Duration: 1 hour	PW: 1
An air dweller can breathe normally in water whilst a water dweller can breathe normally in air.			

### The Third Aspect

River Legs	Range: Self	Duration: 1 hour	PW: 1
An air dweller can swim underwater with an MA of 8 in no armour or a water breather can move on land with an MA of 8.			

### The Fourth Aspect

Enchant Aluminium	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of aluminium armour or one aluminium weapon. Requires a 6 hour dif ritual.			

### The Fifth Aspect

Summon Lesser Undine	Range: 5	Duration: 15 mins	PW: 2
Summons a lesser undine to serve the caster.			

Command Undine	Range: 10	Duration: 1 hour	PW: 2
Target undine in river must resist or obey the caster.			

Dismiss Undine	Range: 10	Duration: Instant	PW: 2
Target undine in river must resist or be banished.			

## Sedenya: The Red Goddess

Sedenya is the Moon Goddess. She is also known as Ruffelza – the Red Goddess and Natha the goddess of the Lunar Cycle. She is the goddess of the Lunar Empire.



Power:	Greater.
STATs	CH, PW.
Trait	Inclusive.
Skills:	Sedenyic Philosophy, Read/Write New Pelorian, Speak New Pelorian, Oratory.
Advantages and Other Requirements	At 3 <sup>rd</sup> Aspect or higher must be Illuminated. Subject to the Lunar Cycle.
Disadvantages:	Altruistic.
Bonuses:	Bonus Lunar Cycle, Increased PW Recovery, Magical Resistance (non-Lunar magic), Endure Suffering (Return from Death, Toughness), Max (Magical), Embrace Contradictions (Trait Bonus (All Traits)).
Allied Cults:	All Lunar Cults.



**The First Aspect**

Make Scared	Range: 20	Duration: 15 minutes	PW: 1
The target can resist. The target is scared and must make 3D Fear roll.			
Make Dizzy	Range: 20	Duration: 15 minutes	PW: 1
The target can resist. The target has -4 DX and -2 MA.			
Recognise Enemy	Range: 20 radius	Duration: Instant	PW: 1
The caster identifies all those with aggressive intent within range who are not shielded by magic.			
Terrify Oppressor	Range: Self	Duration: 15 minutes	PW: 1
As long as the caster takes no hostile action s/he has a Trait Defence (Courage) 3D.			
Heal Light Wound	Range: Touch	Duration: Permanent	PW: 1
The target regains 2 hits and has one light wound inflicted in the last 5 mins healed.			
Innocence	Range: Self	Duration: 1 hour	PW: 1
As long as the caster's intentions are pure (i.e. not to inflict harm on anyone) s/he gains +1 on all social skills.			

**The Second Aspect**

Strike Enemy	Range: 20	Duration: Instant	PW: 1
The target can resist. The target takes D-2 through armour.			
Control Chaos Creature	Range: 20	Duration: 15 minutes	PW: 2 
The target can resist. The target must obey the caster's commands but is allowed another resistance roll at +6 if ordered to do something to harm itself.			
Hide Chaos Taint	Range: Self	Duration: 1 day	PW: 3
The caster does not detect as chaotic.			
Use Chaos Talent	Range: Self	Duration: 1 hour	PW: 1 
The caster gains a random beneficial chaos feature and will detect as chaotic unless masked by magic. When the spell wears off the feature disappears unless a 2D roll comes up exactly 2. If the feature stays the character has to roll 2D - the total number of features. If the roll is 1 or less s/he turns into a broo.			
Moon Blade	Range: Touch	Duration: 15 minutes	PW: 1
The target blade glows with red moonlight. It is +1 max and damage on the crescent moons, +2 max and damage on the half moons and +3 max and damage on the full moon.			
Red Armour	Range: Touch	Duration: 15 minutes	PW: 1
The target glows with red moonlight and has +1/1 magic armour on the crescent moon, +2/2 magic armour on the half moon and +4/4 magic armour on the full moon.			
Moon Touch	Range: Touch	Duration: Permanent	PW: 1
The target has 1 damage healed on the crescent moon, 2 damage and a light wound inflicted in the last 5 minutes on the half moon and 4 damage and a major wound inflicted in the last 15 minutes on the full moon.			
Drive Away Spirit	Range: 20	Duration: 15 minutes	PW: 1
The target disincorporate spirit can resist. The target spirit must flee the caster for the duration.			

**The Third Aspect**

Cure Madness	Range: Touch	Duration: Permanent	PW: 5
In a 6 hour vdfif ritual cures madness. If created by possession the spirit is allowed a resistance roll. If caused by Chaotic Madness reduces Madness Points by 1.			
Summon Lesser Lune	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Lune, to serve the caster.			
Regenerate Wound	Range: Touch	Duration: Permanent	PW: 5
In a 30-minute vdfif ritual the caster heals all of the target's damage and any light or major wounds.			

Drive Away Passion Spirit	Range: Touch	Duration: 15 mins	PW: 2
The target passion spirit possessing a target is allowed to resist. It must leave the victim and return to the other side.			
Protection from Demons	Range: Touch	Duration: 1 day	PW: 2
The target has +4/4 magic armour and +4 to resistance against otherworld creatures.			
Resist Elements	Range: Touch	Duration: 1 day	PW: 2
The target has +6/6 armour against elemental attacks.			

### The Fourth Aspect

Distant Healing	Range: 30	Duration: Permanent	PW: 1
The target has 1 damage healed on the crescent moon, 2 damage and a light wound inflicted in the last 5 minutes on the half moon and 4 damage and a major wound inflicted in the last 15 minutes on the full moon.			
Heal Self in Advance	Range: Self	Duration: -	PW: Var
The caster can use any number of PW in this spell. It creates a healing pool which instantly heals any damage and the wounds it causes until it runs out. If the spell is cast again it does not add to the pool but replaces it with a new pool.			
Enchant Silver	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants one silver weapon. Requires a 6 hour dif ritual.			
Drive Out Disease	Range: Touch	Duration: 15 mins	PW: 2
The target disease spirit possessing a target is allowed to resist. It must leave the victim and return to the other side.			
Understand Other	Range: 10	Duration: 1 hour	PW: 1
The caster can understand the point of view and concepts of another no matter how strange and gains +1 in interacting with them in any way.			
Survive	Range: Self	Duration: 1 day per (max 7 days)	PW: 2/per
The caster does not need food, drink or sleep and can survive natural extremes of cold and heat.			
Summon Lune	Range: 10	Duration: 15 mins	PW: 4
Summons a lune, to serve the caster.			
Command Lune	Range: 10	Duration: 1 hour	PW: 2
Target Lune must resist or obey the caster.			
Dismiss Lune	Range: 10	Duration: Instant	PW: 2
Target Lune must resist or be banished.			
We Are All Us	Range: Self	Duration: 1 hour	PW: 1
The caster can draw temporary PW from all willing Lunar cultists within 50 sq and use it as though his/he own.			
Mind Blast	Range: 30	Duration: 6 hours per	PW: 3
Target is allowed a resistance roll. If the target fails it has an IQ of 0 for 6 hours per point the save is failed by.			

### The Fifth Aspect

Paradoxical Defence	Range: Self	Duration: 1 hour	PW: 3
Any damage or magical injury inflicted on the character is also inflicted on the attacker unless s/he can make a resistance roll.			
Achieve Balance	Range: Self	Duration: 1 hour	PW: 3
The character can adds +3 per D in his/her lowest trait to DX.			
Summon Vecor	Range: 10	Duration: 1 day	PW: 8
Summons a vecor to serve the caster.			
Summon Greater Lune	Range: 10	Duration: 15 mins	PW: 6
Summons a greater lune, to serve the caster.			

Reincarnation	Range: Self	Duration: Always On	PW: 0
If the character is killed outright but without their spirit being captured or dismembered s/he will be reborn as a child in the Lunar Empire but the child will quickly develop to remember its former powers. The child will not be exactly the same as the previous character but will have similar powers.			
Be Thought	Range: Self	Duration: 1 hour/per	PW: 3/per
The character can become disincorporate in the manner of a shaman.			
Counter of Opposites	Range: Self	Duration: Instant	PW: 1
This attribute can be used automatically whenever the character is attacked and requires no time. It automatically stops any non-Lunar attack or spell unless the opponent can resist.			
Remove Chaos Feature	Range: Touch	Duration: 10 hour edif ritual	PW: 1p
The target chaos feature is removed. If the target has been transformed into a broo and now has no chaos features it is no longer a broo.			

### Seven Mothers: Lunar Missionary Church

The Seven Mothers are the Lunar Gods who recreated Sedenya. The Cult of the Seven Mothers is the Missionary Church of the Lunar frontier. Their aspect is of inclusion and support.

Power:	Lesser.
STATs	CH, IQ.
Trait	Inclusive.
Skills:	Sedenyic Philosophy, Persuade, Speak New Pelorian, Oratory.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	Altruistic.
Bonuses:	Trait Bonus (All Traits), Magical Resistance (Non-Lunar Magic), Enchanted Armour, Magical Penetration.
Allied Cults:	All Lunar Cults.

#### The First Aspect

Communicate Silently Between Us	Range: 100m	Duration: 1 hour	PW: 1
The user can communicate silently with other Lunar initiates within range. They would need to use the attribute themselves to reply.			

#### The Second Aspect

See Through Our Eyes	Range: Touch	Duration: 1 hour/per	PW: 1/per
The user can see through the eyes of another willing Lunar initiate. The range once the attribute is activated is irrelevant.			

#### The Third Aspect

Heal Us	Range: Touch	Instant	PW: 1 per
The user heals 1 point of damage in the target, who must be a Lunar initiate, per PW used. The 2-point version also heals light wounds, the 4-point version heals major wounds and the 6-point version heals mortal wounds as long as the wound was inflicted within the last 5 minutes.			
Break Spell	Range: 20	Instant	PW: 3
Target spell or attribute with a duration is ended unless the caster can resist.			

**The Fourth Aspect**

Unification Ritual	Range: Touch	Duration: 7 weeks.	PW: 7 min
This ritual requires 6 members of Lunar Cults of at least the 2 <sup>nd</sup> Aspect though only one need have the Attribute. It takes 1 hour and is Vdif for each. Each must pay the PW. If the ritual is successful (i.e. no one fails the roll) then all are protected from the Lunar Cycle for the duration in that their PW never drops below normal and they create She Who Waits with PW equal to the lowest each of them used in the ritual. If the ritual is performed successfully by a group consisting of members of Yanafal Tanils, Irippi Ontor, Danfive Xaron, Queen Deezola, Jalakeel the Witch and Teelo Norri then She Who Waits has a PW equal to the sum of the PW used in the ritual and the effects last for 1 year. The PW of She Who Waits can be used by any member of the collective and she regains her PW at the start of Full Moon Day each week.			

Break Curse	Range: Touch	Duration: permanent.	PW: 8 or 1p
In an edif 3-hour ritual breaks any curse on the target such as a foreign spell or attribute. The cost is in temporary PW if the curse was made with temporary PW otherwise it is permanent.			

**The Fifth Aspect**

Include Them	Range: 20	Duration: 1 day/per	PW: 1/per
The target is allowed to resist and can save on 3D Traditional. The target is treated as a member of a Lunar cult for the duration, is subject to the Lunar Cycle, spells working only on Lunars affect them and has -1D chance of resisting persuasion attempts regarding the Lunar Way.			

**Shargash: God of Destruction**

Shargash is the Dara Happan god of destruction, war, purification and death.

Power:	Lesser.
STATs	ST, CH
Trait	Courage
Skills:	2H Spear, Bow, Scan, Balance.
Advantages and Other Requirements	None.
Disadvantages:	Aggressive.
Bonuses:	Toughness, Enchanted Armour, Max (Running and Evade), Return from Death, Fear.
Allied Cults:	Yelm, Polaris, Urvairinus, Lodril.

**The First Aspect**

Rage of Shargash	Range: Self	Duration: 15 mins	PW: 1
Caster has +8 ST, +2D Courage and reduces all wounds by one level. S/he cannot dodge or parry.			
Charge	Range: Self	Duration: 15 mins	PW: 1
Caster has +4 MA when charging.			

**The Second Aspect**

Violent Spear	Range: Touch	Duration: 15 mins	PW: 1
Caster's spear deals +2 damage +2 null.			
Bow of Light	Range: Touch	Duration: 15 mins	PW: 2
Caster's bow has +2 max.			
Scorn Umath	Range: Self	Duration: 15 mins	PW: 1
Caster has +8 to resist storm magic and reduces electricity and air damage by 2 levels.			
Avenging Pursuit	Range: Self	Duration: 1 hour	PW: 1
Caster can follow the trail of an enemy s/he has fought.			

**The Third Aspect**

Purifying Flame	Range: 8 cone	Duration: Instant	PW: 3
All targets in cone take L3 fire damage.			
Immolation	Range: Touch	Duration: Instant	PW: 3
Used as a follow up to a spear attack that inflicted damage for no extra actions. Target must resist or take L3 fire damage. The roll is made again each turn until successful.			
Scorn Darkness	Range: Self	Duration: 15 mins	PW: 1
Caster has +8 to resist darkness magic.			
Holy Scars	Range: Self	Duration: Permanent	PW: 1p
In a 12-hour vdfit ritual the caster has scars providing 1/1 enchanted armour. The ritual can be used no more than 4 times.			
Flaming Mace	Range: Touch	Duration: 15 mins	PW: 2
Caster's mace does L2 fire damage in addition to normal damage.			

**The Fourth Aspect**

Absorb Victim	Range: Touch	Duration: Instant	PW: 3
Used for no actions as a victim is killed or mortally wounded (once) by the caster. The caster gains ½ the total hits and temporary PW of the victim but cannot exceed twice his/her own maximum.			
Flame Bolt	Range: 50	Duration: Instant	PW: 3
Target must make a vdfit avoid or take L3 fire damage.			
Summon Lesser Salamander	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Salamander, to serve the caster.			
Hot Gale	Range: 20 long by 5 wide	Duration: 1 min per	PW: 1 per
All targets in area take L2 fire damage and must roll 3D under ST or fall down.			
Steam	Range: 30/10 radius	Duration: 15 mins	PW: 1
Fills target area with steam. Visibility inside is reduced to 1 square.			

**The Fifth Aspect**

Thunder Chariot	Range: Self	Duration: 15 mins	PW: 4
Caster can fly at MA 16.			
Destruction	Range: 30/3 radius	Duration: 15 mins	PW: 8
A raging inferno fills the target area inflicting L4 fire damage each turn on anything in it. Anything caught in the area also begins to burn taking L3 fire each turn until resisting (action 1 MA max) on 3D under adjDX.			
Summon Salamander	Range: 10	Duration: 15 mins	PW: 4
Summons a Salamander, to serve the caster.			
Call Burning Tornado	2 sq radius: 30m	Duration: 1 minute/per	PW: 3/per
The caster calls a burning tornado. It will destroy all but the toughest stone buildings. It moves at a rate of 5 squares per turn in a random direction with a tendency to go down wind (roll 1D for direction 9-10 being the wind direction). Anyone in it must resist on 5D under ST or be thrown 40m into the air. Anyone within 3 squares must roll 3D under ST each turn or be unable to move and be pulled 1 square closer. Anyone within 6 squares must roll 2D. Anything in a tornado square also takes L3 fire damage.			

## Sky River Titan: The First River

Sky River Titan is a river god with the following special attributes:

**The First Aspect**

Hate Chaos	Range: Self	Duration: 15 mins	PW: 1.
The character has +2 max and +2 damage against chaos creatures.			

**The Second Aspect**

Boatspeed	Range: Touch	Duration: 1 hour	PW: 2
The target boat may move with an MA of 8 on the River and is manoeuvred at will be the caster.			

**The Third Aspect**

Drown Chaos	Range: 10	Duration: Instant	PW: 1
Target, which must be a chaos creature within 5 squares of the river, may resist. The target is pulled to the bottom of the river and must stay there until it can resist the spell (once a turn) or it drowns.			

**The Fourth Aspect**

Resist Storm and Sky	Range: Self	Duration: 15 mins.	PW: 2
The caster has +6/6 enchanted armour against Fire, Air, Cold and Electricity and +6 to resistance rolls against Sky or Storm magic.			

**The Fifth Aspect**

Quench Fire	Range: 20	Duration: Instant	PW: 2
The target may resist. The target attribute of a fire deity is dispelled or Mahome (a fire) or Gustbran (a bonfire) is put out.			

**Taral Kuvindas: Orogeria's Falcon**

A Lunar goddess who was once a Dart Warrior.

Power:	Lesser.
STATs	IQ, DX
Trait	Inclusive
Skills:	Bow, Tracking, Scan, Outdoor Living.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	Altruistic
Bonuses:	Max (Bow), Max (Running), Damage (Bow), Max (Tracking), Magical Resistance (Non-Lunar Magic).
Allied Cults:	All Lunar Cults.

**The First Aspect**

Sense Foe's Presence	Range: Self	Duration: 1 hour	PW: 1
Caster can make vdfif scan rolls to detect enemies within 400 squares without having a line of sight and ignoring hiding and cover.			

Hill Running	Range: Self	Duration: 1 hour	PW: 1
Caster can move on steep or rocky ground with no move penalty.			

Move Lightly	Range: Self	Duration: 1 hour	PW: 1
Caster can move over mud, snow or other soft substances without sinking and without slowing down.			

See in the Dark	Range: Self	Duration: 1 hour	PW: 1
Caster has night vision.			

Cut First	Range: Self	Duration: 15 mins	PW: 1
Caster has +6 initiative.			

**The Second Aspect**

Detect Hostile Intent	Range: 30	Duration: Instant	PW: 1
Target can resist. Caster knows if the target has hostile intent to him/he or to the Lunar Empire.			

Flickering Lunge	Range: Self	Duration: 15 mins	PW: 2
If caster's attack with a melee weapon hits a shield or parrying weapon s/he can attack again immediately for no actions.			
Run in Armour	Range: Self	Duration: 1 hour	PW: 1
Caster can use the running skill in any armour without penalty.			
Cut Deep	Range: Self	Duration: 15 mins	PW: 1
If caster's melee weapon deals any damage through armour it deals an extra 3 damage.			

### The Third Aspect

Predict Foe's Movements	Range: Self	Duration: 15 mins	PW: 1
Caster ignores 3 reduction in max due to evade and makes dodge or parry rolls 2 harder.			
Cut Through	Range: Self	Duration: 15 mins	PW: 1
Caster's melee weapons have +2 null and if they hit a shield deal +5 damage.			
Fast Shooter	Range: Self	Duration: 15 mins	PW: 1
Caster has an extra action with bow.			
Many Arrows as One	Range: Self	Duration: 15 mins	PW: 1
When this attribute is used by up to 6 figures standing in a two rows then the middle figure of the front row shoots once for all the figures adding 1D to the damage for each extra figure.			

### The Fourth Aspect

Drive Hunters On	Range: 30 radius	Duration: 1 hour	PW: 2
Lunar allies within radius get +4 MA when pursuing, don't tire and have +1D Courage.			
Pounce	Range: Self	Duration: Instant	PW: 1
Used for no actions instead of a charge move the caster moves up to 15 squares to engage an enemy without taking opportunity attacks from that enemy. If the enemy tries to flee get +15 to pursue.			
Many Arrows	Range: Self	Duration: 15 mins	PW: 2 per
Each time the caster shoots an arrow generates a magic arrow per 2 PW used dealing the same damage and aimed at the same target with the same hit chance.			

### The Fifth Aspect

Gather Hunters	Range: 5 km radius	Duration: Instant	PW: 1
All subordinates and allies within range hear the call of the caster and know exactly where s/he is. Each will know if they are being summoned to the point, ordered to hold position or ordered to carry on the hunt.			
Seek Foe	Range: 50 when cast then any.	Duration: 30 days	PW: 1
Target can resist. Caster knows the distance and direction to the target.			

## Thief Gods

There are a variety of specialist thief gods such as Lambril and the Black Fang Brotherhood.

Power:	Lesser.
STATs	DX, IQ.
Trait	Cunning.
Skills:	Sneak, Hide, Search, Appraisal.
Advantages and Other Requirements	None.
Disadvantages:	Unacceptable Social Role (Thief).
Bonuses:	Max (Stealth), Max (Evade), Fleeing, Max (Climb, Contortions, Jump).
Allied Cults:	None.

### The First Aspect

Night Vision	Range: Self	Duration: 1 hour	PW: 1
The caster has night vision.			

Flee Briskly	Range: Self	Duration: 15 mins	PW: 1
The caster can re-roll any flee roll once if wished.			

**The Second Aspect**

Detect Detection	Range: Self	Duration: 1 hour	PW: 1
The caster knows if s/he has been detected by magic.			

Leaps and Bounds	Range: Self	Duration: 1 5 mins	PW: 1
The caster can leap an additional 6 squares with no increase in difficulty.			

**The Third Aspect**

Detection Block	Range: Self	Duration: 1 hour	PW: 1
The caster cannot be detected by any magic which normally allows a resistance roll and is allowed a resistance roll against magic that does not.			

Resist Truth	Range: Self	Duration: 1 hour	PW: 1
The caster has +6 resistance to truth magic.			

**The Fourth Aspect**

Hard to See	Range: Self	Duration: 1 hour	PW: 1
The caster is 2 harder to spot and forces perception roll where none would normally be needed.			

Stunning Blow	Range: Self	Duration: 15 mins	PW: 1
If the character deals damage with a weapon the target must resist or be unable to pursue for the next 3 turns.			

**The Fifth Aspect**

Divination Block	Range: Self	Duration: 1 hour	PW: 1
The caster's actions for the duration are undetectable by divination.			

Slow Pursuit	Range: 10	Duration: 15 mins	PW: 1
The target must resist or have -4 MA (Min 1.).			

## Tholm: Rinliddi Hawk

Tholm is the hawk god of Rinliddi

Power:	Lesser.
STATs	ST, DX.
Trait	Courage.
Skills:	Hooked Spear and Shield, Acrobatics, Evade, Scan
Advantages and Other Requirements	Must be female. Hooked Spear is a Short Spear -1 max which can be used to hook opponents instead of a thrust. If a hook attack is successful it does not count as a piercing attack but the opponent must resist the attacker's ST or be pulled over.
Disadvantages:	None.
Bonuses:	Max (Evade), Extra Actions (Hooked Spear and Shield or Scimitar and Shield), Jump, Magical Resistance (Storm Magic).
Allied Cults:	Lightning Eagle.

**The First Aspect**

Hawk Eye	Range: Self	Duration: 1 hour	PW: 1
Caster has Sharp Senses.			

Resist Heat	Range: Self	Duration: 1 hour	PW: 1
Caster has +8/8 enchanted armour against fire.			

Glide	Range: Self	Duration: 1 hour	PW: 1
Caster can glide forward 3 squares for every 1 descended.			



**The Second Aspect**

Pursuit	Range: Self	Duration: 15 mins	PW: 1
Caster has +8 to pursuit rolls and deals and extra 2 damage in pursuit attacks.			
Heat Blade	Range: Touch	Duration: 15 mins	PW: 1
Target spear or sword has +2 null.			
Hawk Wings	Range: Self	Duration: 15 mins	PW: 1
Opponents are at -2 penalty to hit caster.			

**The Third Aspect**

Surprise Strike	Range: Self	Duration: 15 mins	PW: 1
Caster has +3 max at ambush and deals +4 damage in ambush attacks.			
Red Glow Blade	Range: Touch	Duration: 15 mins	PW: 2
Target spear or sword deals L2 Fire damage in addition to normal.			
Hawk Flight	Range: Self	Duration: 1 hour	PW: 3
Caster can glide forward 6 squares for every 1 descended.			
Fly to Battle	Range: Self	Duration: 6 hrs	PW: 3
Caster can travel by gliding and leaping at an average of 50 kph.			

**The Fourth Aspect**

Hawk Strike	Range: Self	Duration: 15 mins	PW: 1
If caster makes a charge attack when gliding s/he deals an extra 5 damage.			
Heat Weapon	Range: 20	Duration: Instant	PW: 1
Target must resist or choose between dropping target weapon and taking L2 fire damage. Target weapon must resist breakage.			
Tame Veng Bird	Range: Touch	Duration: Permanent	PW: 2p
In a 24 hour vdf ritual the caster gains a tame Veng Bird.			

**The Fifth Aspect**

Terrify Prey	Range: Self	Duration: 15 mins	PW: 1
Any enemy the caster flies over for the first time must make a 2D fear check.			
Glowing Heat	Range: Self	Duration: 15 mins	PW: 3
Any opponent in HTH with caster takes L3 fire damage and any hafted weapon used against him/her must resist breakage.			
Chop Missiles	Range: Self	Duration: 15 mins	PW: 2
Caster can make 1 free parry as well as normal parry actions to parry missiles or thrown weapon using a weapon. If successfully parried they have no effect.			

## Urvairinus: God of Armies

Urvairinus is the Solar God of soldiers and military discipline.

Power:	Lesser.
STATs	ST, DX.
Trait	Courage.
Skills:	Spear, Leadership, Tactics, Read/Write Dara Happan.
Advantages and Other Requirements	Must be male.
Disadvantages:	Loyal.
Bonuses:	Max (Spear), Knockback Resistance, Max (Military Lore), Enchanted Armour, Magical Resistance (non-Celestial magic).
Allied Cults:	Yelm, Yelmalio, Lodril, Polaris.

**The First Aspect**

Courage	Range: Touch	Duration: 1 hour	PW: 1
Target Urvairinus worshipper has +1D Courage.			

**The Second Aspect**

Demoralize Foe	Range: 20	Duration: 15 mins	PW: 1
Target may resist. Target is at -2D Courage.			

Pierce Troll	Range: 20	Duration: Instant	PW: 1
Target Uz must resist or take 1D damage through armour.			

**The Third Aspect**

March in Step	Range: 20	Duration: 1 hour	PW: 1
Target 10 Urvairinius worshippers can march exactly in step without tiring at +2 MA they each are 4 harder to knock back as long as they stay in the ranks.			

Several Strike as One	Range: 20	Duration: 15 mins	PW: 1
The front fighter of a column of Urvairinius worshippers gets +1 damage for every 2 men in the column (including himself). The maximum bonus is +5.			

Disconcert Monsters	Range: 20	Duration: 5 mins	PW: 1
Target monster (i.e. non-human) must resist or be at -4 to all actions.			

Shout Away the Dead	Range: 20	Duration: 1 hour	PW: 1
Target ghost or spirit must resist or flee the caster for the duration until 1 km away and then not approach any closer.			

Spit Down Wind	Range: 20	Duration: Instant	PW: 1
Target Storm Cultist must resist or one attribute they are using is cancelled.			

**The Fourth Aspect**

Convince Locals	Range: 20	Duration: 1 hour	PW: 1
The caster has a +2 bonus in convincing locals on military matters.			

Send Battlefield Command	Range: 1 km	Duration: Instant	PW: 1
The caster immediately sends a message to one of his subordinates.			

Summon Lesser Salamander	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Salamander, to serve the caster.			

Summon Lesser Lucipher	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Lucipher, to serve the caster.			

**The Fifth Aspect**

Command Soldiers	Range: 200 square radius	Duration: 3 hours	PW: 5
The caster makes a vdf oratory check. If successful all Urvairinius worshippers who were listening get +1 max, +1 MA, +1D Courage and +1 damage for the duration.			

Summon Salamander	Range: 10	Duration: 15 mins	PW: 4
Summons a Salamander, to serve the caster.			

Summon Lucipher	Range: 10	Duration: 15 mins	PW: 4
Summons a Lucipher, to serve the caster.			

Summon Certamus	Range: 10	Duration: 15 mins	PW: 8
Summons a Certamus to help the caster. The Certamus will only help with matters of significance.			

## Vinga: War Goddess

Vinga is a war goddess of the Storm Pantheon. She is the warrior goddess of women.

Power:	Lesser.
STATs	ST, DX.
Trait	Courage.
Skills:	Javelin, Dodge, Hide, Acrobatics.
Advantages and Other Requirements	Must be female.
Disadvantages:	Reckless.
Bonuses:	Max (Javelin), Max (Athletics), Max (Gymnastics), Moral Boosting, Max (Evade).
Allied Cults:	Hedkoranth, Odayla, Yinkin, Elmal.

### The First Aspect

Deadly Javelin	Range: Self	Duration: Next throw	PW: 1
The character's next javelin does +4 damage.			

Spear Help	Range: Self	Duration: 15 mins	PW: 2
Character's spear is +1 max +2 damage.			

Run on Snow	Range: Self	Duration: 15 mins	PW: 1
The character can run on top of snow with no movement penalties and without sinking.			

### The Second Aspect

Burst of Speed	Range: Self	Duration: 15 mins	PW: 1
The character has +6 MA.			

Leaping Shield	Range: Self	Duration: 15 mins	PW: 2
The character's shield has +2 Parry and is +1 CV.			

Piercing Shriek	Range: 10 radius	Duration: Instant	PW: 1
Everyone in the area must resist or be at -4 next action due to surprise. Only works once per combat.			

Find Lost Child	Range: 10 km	Duration: 1 hour	PW: 1
The character knows the distance and direction to a named lost child.			

### The Third Aspect

Mile Javelin Throw	Range: Self	Duration: Next throw	PW: 1
The character's next javelin can be thrown one mile without range penalties.			

Dodge Missiles	Range: Self	Duration: 15 mins	PW: 2
Ranged attacks are -4 to hit the character.			

Melt Ice	Range: 10	Duration: 5 mins	PW: 1
The character directs a warm breeze which quickly melts ice and snow wherever it touches.			

Shield Stops Wind	Range: Touch	Duration: 1 hour	PW: 1
The bearer of the shield is immune to all natural winds, reduces air damage by 2 levels and has +10 resistance against wind magic.			

Now I'm Angry	Range: Self	Duration: 15 mins	PW: 1
The character does not make fear checks.			

Heal Minor Wound	Range: Touch	Duration: Instant	PW: 2
The target is healed of 2 hits and 1 minor wound.			

### The Fourth Aspect

Fight Against Uz	Range: Self	Duration: 15 mins	PW: 3
The character has +2/2 magic armour, +4 magic resistance and +2 damage against Uz.			

Mighty Leap	Range: Self	Duration: 15 mins	PW: 1
The character can leap an extra 20 squares.			

Run On Treetops	Range: Self	Duration: 15 mins	PW: 1
The character can run across the treetops as though they were level ground without risk of falling or breaking branches and can leap between trees without a jump roll.			

Follow Me	Range: 10 radius	Duration: 15 mins	PW: 1
All friendly non-combatants can follow the character without fear rolls or hesitation.			

Surprise Yourself	Range: 5	Duration: 15 mins	PW: 1
Target non-combatant has S with 1H Spear, +4 adjDX with spear and +1D Courage.			

### The Fifth Aspect

Last Ditch Effort	Range: Self	Duration: 1 minute	PW: 3
The character has +6 ST and +12 Toughness but takes 6 hits when the magic wears off.			

Restore Morale	Range: 10 radius	Duration: Instant	PW: 2
All allies can make a Fear roll with a 1D advantage to recover if they are suffering from fear or their morale has broken.			

## Yanafal Tanils: Ram and Warrior

Yanafal Tanils is one of the Seven Mothers and is the primary war god of the Lunar Empire. He is the Second Arrow of Light, Wielder of Fury, Ram and Warrior.

Power:	Lesser.
STATs	DX, IQ.
Trait	Inclusive.
Skills:	Scimitar, Leadership, Tactics, Read/Write New Pelorian.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	Loyal.
Bonuses:	Toughness, Max (Scimitar and Regimental Weapon), Enchanted Armour, Max (Leadership), Magical resistance (Non-Lunar Magic).
Allied Cults:	All Lunar Cults.

### The First Aspect

Co-ordination	Range: Self	Duration: 15 minutes	PW: 1/Aspect
The caster has +1 DX/Aspect.			

Stand Against Many	Range: Self	Duration: 15 minutes	PW: 1
The caster counts as having no flanks or rear.			

### The Second Aspect

Strike Ghost	Range: 1	Duration: Instant	PW: 1
Target ghost must resist or loose 1D PW.			

Raise Courage	Range: 10	Duration: 15 minutes	PW: 1
Target gets +1D to Fear rolls.			

### The Third Aspect

Charge of the Ram	Range: Self	Duration: 15 mins	PW: 1
The caster's charge MA is doubled and when charging s/he has +1 max +3 damage.			

Empower Scimitar with Death	Range: Touch	Duration: 15 minutes	PW: 2
The target scimitar drains D-3 PW from anything it damages. Any creature drained to 0 PW dies.			

Empower Spear with Death	Range: Touch	Duration: 15 minutes	PW: 2
The target spear drains D-3 PW from anything it damages. Any creature drained to 0 PW dies.			

Empower Bow with Death	Range: Touch	Duration: 15 minutes	PW: 2
Arrows fired from the target bow drains D-3 PW from anything it damages. Any creature drained to 0 PW dies.			

### The Fourth Aspect

Enchant Steel	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of steel armour or steel weapon. Requires a 6 hour vdfif ritual.			

Enchant Silver	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of silver armour or one silver weapon. Requires a 6 hour dif ritual.			

Block Magic Scouts	Range: 100m radius	Duration: 1 hour	PW: 1
No hostile spirit can approach within the radius without resisting and if it fails it can not try again for 15 minutes. Any hostile spell which allows sensing within the radius also fails unless its caster resists the spell.			

Co-ordinate Magic	Range: 10 radius	Duration: 15 mins	PW: 1
All Lunar or Solar cultists within range can provide PW to fuel any of their attributes.			

Destroy Enemy Morale	Range: 20 radius	Duration: Instant	PW: 1
All enemies within range must resist or make a 3D Fear check.			

### The Fifth Aspect

Co-ordinate Forces	Range: 2 km radius	Duration: 1 hour	PW: 1
The caster can speak mentally to all Lunar officers on the next lowest level or the next highest level in the chain of command and see through their eyes.			

Create Morale	Range: 100m radius	Duration: 1 hour	PW: 1
All soldiers under the caster's command are allowed to make fear rolls at 1D easier.			

Mask of Command	Range: Self	Duration: 1 hour	PW: 1
The caster has +1 Max at Military Lore skills.			

Perceive Enemy Weaknesses	Range: 2 km	10 minute vdfif ritual	PW: 5
The caster can detect the weakest point in an enemy's position. He will know for example where they lack reserves, where their morale is weak or where their warriors lack conviction.			

Perceive Own Strengths	Range: 2 km	10 minute vdfif ritual	PW: 5
The caster can detect the strongest point in his/her own position. He will know where the troops have the greatest chance of a successful attack or defence.			

Self Resurrection	Range: Self	Duration: permanent	PW: 2p
If the character is killed s/he can return from the dead reoccupying his/her body and healing all damage it has suffered.			

## Yara Aranis: The Reaching Moon

Known as The Horse Eater, Keeper of the Crimson Web and Second Inspiration of Moonson. Yara Aranis is the Daughter of the Red Emperor. She is the goddess of victory over the horse nomads and was conceived to fight them. The Red Emperor used the secret fear of the barbarians to summon their Goddess of Tormented Death, who ruled over a hell reserved for outlaws, exiles, and captured sylphs. He courted her grandly using alien sorceries as his calling card; inhuman promises as his proposal; and sealing their vows with unholy rites performed by forgotten deities. The child of this union was named Yara Aranis

Power:	Lesser.
STATs	DX, ST.
Trait	Courage.
Skills:	Composite Bow, Ambush, Tactics, Read/Write New Pelorian.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	Aggressive.
Bonuses:	Toughness, Max (Composite Bow and Scimitar), Enchanted Armour, Magical Resistance (Non-Lunar Magic), Penalty Reduction.
Allied Cults:	All Lunar Cults.

**The First Aspect**

Scare Horse	Range: 40	Duration: 15 minutes	PW: 1
Target horse must resist or flee in panic.			

Detect Enemies in the Glowline	Range: 1 km	Duration: 1 hour	PW: 1
The caster can detect enemies not shielded by magic within in the Glowline.			

**The Second Aspect**

Torment	Range: 40	Duration: 15 minutes	PW: 1
Target must resist or be tormented by hideous pain acting as though they had received a major wound.			

Detect Spirits in the Glowline	Range: 1 km	Duration: 1 hour	PW: 1
The caster can detect hostile spirits within in the Glowline.			

Bind Horse	Range: 50	Duration: 15 mins	PW: 1
The target horse must resist or have an MA of 4.			

**The Third Aspect**

Empower Scimitar	Range: Touch	Duration: 15 minutes	PW: 2
The target scimitar deals +4 damage.			

Empower Arrow	Range: Touch	Duration: 15 minutes	PW: 1
The target arrow deals +3 damage and is +3 max. Can be used as part of a missile attack action.			

Cause Terror	Range: 40	Duration: 15 minutes	PW: 1
Target must resist or make a 3D Fear check.			

Defeat Magic in the Glowline	Range: 10	Duration: Instant	PW: 1
The target can resist. The target magic is cancelled unless the caster can resist. Only works within the glowline.			

Command Nomad	Range: 30	Duration: 15 mins	PW: 1
The target can resist. The nomad must obey the commands of the caster as long as s/he is not ordered to deliberately harm him/herself.			

Defeat Spirit	Range: 30	Duration: Instant	PW: 1
Target spirit must resist or drop to PW 1.			

**The Fourth Aspect**

Grow Limbs	Range: Self	Duration: 1 hour	PW: 1
Each time this is cast (max 2) the caster grows an extra pair of arms. Each can be used as though it was an off-hand.			

Turn Back Arrows	Range: Self	Duration: 15 mins	PW: 2
Any arrow fired at the caster is at -10 to hit and if it misses it reverses and counts as aimed at the shooter.			

**The Fifth Aspect**

Moon Glow	Range: Self: 10 radius	Duration: 15 minutes/per	PW: 1/per
Within the glow the negative aspects of the Lunar Cycle don't apply.			

Capture Slave Spirit	Range: 30	Duration: -	PW: 1
Target shaman must resist or one of his/her bound sprits is captured and must obey the caster for one action and is then released.			

Consecrate Temple of the Reaching Moon	Range: -	Duration: 7 day edif ritual.	PW: 2p x 7, 1p x 70
This ritual requires 7 Lunar cultists of the 5 <sup>th</sup> Aspect to each sacrifice 2 permanent PW and succeed in the ritual. The ritual also requires 70 Lunar cultists of the 3 <sup>rd</sup> aspect who lend support and each sacrifice 1 permanent PW. A temple of the Reaching Moon is consecrated and the Glowline extended in a 50-mile radius around the temple. Possibly a hero of the cult could found a new great temple with a 77 mile radius.			

## Yelm: Celestial Emperor

Yelm is the god of the Sun, the Universal Emperor and the great god of the Celestial Pantheon.

Power:	Greater.
STATs	IQ, CH.
Trait	Traditional.
Skills:	Spear, Read/Write Dara Happan, Oratory, Law.
Advantages and Other Requirements	Must be a noble. Must be male.
Disadvantages:	None.
Bonuses:	All Traits, Enchanted Armour, Magical Resistance, Return from Death, Max (Social, Law).
Allied Cults:	Yelmalio, Vrimak, Lodril, Lokarnos, Urvairinus, Polaris.

### The First Aspect

Eye of Vrimak	Range: Self	Duration: 15 mins	PW: 1
Caster has +2 Max at Perception and reduces all range penalties by 2.			

Lukarius' Bow	Range: Self	Duration: 15 mins	PW: 1
Caster has +2 max with bow.			

### The Second Aspect

Light of Yelm	Range: 5 radius	Duration: 15 mins	PW: 1
Lights up the radius around caster as bright as day and puts opponents at -2 to hit if using day vision or -4 if night vision.			

Firespear	Range: Touch	Duration: 15 mins	PW: 2/2
Caster's spear inflicts L2 (+1 level per 2 extra PW (max 4)) Fire damage in addition to normal damage.			

Firearrow	Range: Touch	Duration: Instant	PW: 1/1
Caster's arrow inflicts L2 (+1 level per 2 extra PW (max 4)) Fire damage in addition to normal damage. This attribute is used as the attack is made for no extra actions.			

### The Third Aspect

Summon Lesser Lucipher	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Lucipher to serve the caster.			

Summon Lesser Salamander	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Salamander to serve the caster.			

Dismiss Magic	Range: 20	Duration: Instant	PW: Var
If the PW used in the attribute equals or exceeds that used in target attribute or spell it is cancelled.			

Burn Spirit	Range: 20	Duration: Instant	PW: 2
Target spirit must resist or be drained of 1D PW.			

Healing Light	Range: 5	Duration: Instant	PW: Var
Target regains 1 hit per PW used. 2 hits heals a light and 4 a major wound inflicted in the last 5 mins.			

### The Fourth Aspect

Fire of Heaven	Range: 30/3 radius	Duration: Instant	PW: 2
Inflict L2 Fire damage on all targets in area.			

Blinding Glare	Range: 6 square radius	Duration: Instant	PW: 3
All non-worshippers of light/fire gods must roll 3D under adjDX or be dazzled and at -4 to all actions requiring vision for 2 minutes. Any darkness creatures in the radius must also resist or take 1D-1 damage through armour.			

Enchant Gold	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of gold armour or one gold weapon. Requires a 6-hour dif ritual.			

Summon Lucifer	Range: 10	Duration: 15 mins	PW: 4
Summons a Lucifer to serve the caster .			
Command Lucifer	Range: 10	Duration: 1 hour	PW: 2
Target Lucifer must resist or obey the caster.			
Dismiss Lucifer	Range: 10	Duration: Instant	PW: 2
Target Lucifer must resist or be banished.			
Summon Salamander	Range: 10	Duration: 15 mins	PW: 4
Summons a Salamander to serve the caster .			
Command Salamander	Range: 10	Duration: 1 hour	PW: 2
Target Salamander must resist or obey the caster.			
Dismiss Salamander	Range: 10	Duration: Instant	PW: 2
Target Salamander must resist or be banished.			
Justice	Range: 10	Duration: 1 hour	PW: 3
In a 10 min vdfif ritual the caster blesses a court. In the court any attempt at lying is at a -3 penalty and all have +3 to resistance to lies. Any lawyer who attempts to thwart justice or judge who tries to give an unfair sentence must resist or suffer 2D fire damage.			

### The Fifth Aspect

Sunspear	Range: 100	Duration: Instant	PW: 3/2
Target takes L3 (+1 per 2 extra PW) Fire damage.			
Voice of Command	Range: 10	Duration: 15 mins	PW: 3
Target can resist. Target must obey the commands of the caster as long as not ordered to harm itself.			
Summon Greater Lucifer	Range: 10	Duration: 15 mins	PW: 6
Summons a greater Lucifer to serve the caster.			
Summon Greater Salamander	Range: 10	Duration: 15 mins	PW: 6
Summons a greater Salamander to serve the caster.			
Summon Certamus	Range: 10	Duration: 15 mins	PW: 8
Summons a Certamus to help the caster. The Certamus will only help with matters of significance.			

## Yelmalio: God of the Sun Dome Templars

Yelmalio is the god of the Sun Dome and the light god of the borderlands.

Power:	Lesser.
STATs	DX, ST.
Trait	Traditional.
Skills:	2H Spear, Read/Write Firespeech, Composite Bow, Scan.
Advantages and Other Requirements	Must take a gift and associated geases at each aspect. Must be male.
Disadvantages:	Hidebound.
Bonuses:	Bonus (2H Spear), Toughness, Knockback Resistance, Damage (2H Spear), Enchanted Armour.
Allied Cults:	Yelm, Aldrya, Vrimak, Lodril, Lokarnos, Urvairinus.

Gift	Gease
+2 max with a one named non-combat skill.	Never help an Orlanthi.
Sharp Senses	Never lie to a light cultist.
Bow of Light: arrows glow with light. +1 max with bow.	Never use a bashing weapon or flail.
Spear of Gold: spear glows with light. +2 null with spear.	Never use a sword.
Shield of Brilliance: when using a shield opponents at -1 to hit.	Never help a mostali.
Yelm's Light: recover PW at double rate.	Never flee from or surrender to Zorak Zoran worshippers.
Ernalda's love: double healing rate.	Never love any but earth Cultists.
Solitary Strength: Toughness +4.	Remain celibate every day except



	Fireday.
Arinsor's Clearmind: immune to mind effecting magic such as confusion, befuddle or mindblast.	Never attack from ambush.
Oloros' healing Light: can attack disease spirits infecting a target.	Never refuse a request for help from Aldryami.
Beauty of Light: gain Attractive advantage.	Remain celibate every Fireday.
Togtuei's Feather: for 1 permanent PW can instantly return to the nearest Sun Dome.	Always honour a promise or oath.
Avenger of Brilliance: +2 max to all actions vs darkness creatures or cultists.	Never flee or surrender to darkness creatures or cultists.
Secret Fire: Heat Resistance.	Never light a fire.
Healing Gift: can use a normal action to exchange PW for hits.	Never accept spirit or sorcery healing.
Bird of Heaven: gain the ability to speak to birds. Friendly birds such as hawks will help and usually obey the character.	Never eat the meat of birds.
Kuchille's Horse Gift: gain the ability to speak to horses and a 2 bonus at riding.	Never let a horse suffer needlessly. Never eat horses.
Naokoris' Resist Corruption: +6 to resist spirit magic and spirits.	Never help an animist.

### The First Aspect

Locked Shields	Range: 5 radius	Duration: 15 mins	PW: 1
All members of a phalanx with locked shields in range get +1/1 Armour, +2 Knock Back and +1 max.			
See in Darkness	Range: Self	Duration: 1 hour	PW: 1
The caster has Night Vision.			

### The Second Aspect

Brace Spear	Range: Self	Duration: 15 mins	PW: 1
As long as the caster meets a charge standing he gets +2 damage and +2 max with a spear.			
Sunbright Corona	Range: Self	Duration: 15 mins	PW: 2
The caster lights up a radius of 5 squares as bright as day and a further 5 squares like twilight. All creatures targeting with vision are at -2 to hit the caster except that all darkness creatures targeting with any sense are -4.			

### The Third Aspect

Spear of Accuracy	Range: Self	Duration: 15 mins	PW: 2
The caster ignores 3 penalties when using a spear.			
Smite Darkness	Range: 20	Duration: Instant	PW: 2
The target darkness creature is allowed a resistance roll to avoid taking 1D damage through armour.			

### The Fourth Aspect

Brighten Morale	Range: 10 square radius	Duration: 15 mins	PW: 1
All friends within the area of effect can make Fear saves using the Courage trait of the caster.			
Dispel Clouds	Range: 1 km radius	10 minute vdfif ritual	PW: 3
The caster clears all clouds from the sky within the radius. They will not return for 1 day.			
Blinding Glare	Range: 6 square radius	Duration: Instant	PW: 3
All non-worshippers of light/fire gods must roll 3D under adjDX or be dazzled and at -4 to all actions requiring vision for 2 minutes. Any darkness creatures in the radius must also resist or take 1D-1 damage through armour.			
Summon Lesser Lucipher	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Lucipher to serve the caster.			
Enchant Gold	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of gold armour or one gold weapon. Requires a 6-hour dif ritual.			

**The Fifth Aspect**

Sun Ripen	Range: 1 acre	Duration: 1 season	PW: 6
Requires a 4 hour vdfif ritual. Yields of grain on the land are increased by 10% and the grain has +8 resistance to spirits. The crop is also immune to frost.			
Survive Defeat	Range: Self	Duration: Instant	PW: 1p
If the character is reduced to -6 hits or less in combat he may immediately use this attribute for no actions. To all concerned he will seem to be dead but will reappear 1D days later nearby with ½ hits and a major wound.			
Enchant Iron	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of iron armour or one iron weapon. Requires a 6-hour vdfif ritual.			
Summon Lucifer	Range: 10	Duration: 15 mins	PW: 4
Summons a Lucifer to serve the caster .			
Command Lucifer	Range: 10	Duration: 1 hour	PW: 2
Target Lucifer must resist or obey the caster.			
Dismiss Lucifer	Range: 10	Duration: Instant	PW: 2
Target Lucifer must resist or be banished.			
Summon Certamus	Range: 10	Duration: 15 mins	PW: 8
Summons a Certamus to help the caster. The Certamus will only help with matters of significance.			

**Yelorna: Star Huntress**

Yelorna is the Star Huntress. She is the goddess of the Unicorn Riders.

Power:	Lesser.
STATs	DX, ST.
Trait	Courage.
Skills:	1H Spear, Riding, Tracking, Animal.
Advantages and Other Requirements	Must be female.
Disadvantages:	Must be celibate.
Bonuses:	Max (Animal), Damage (1H Spear), Max (Perception), Max (Evade and Running).
Allied Cults:	None.

**The First Aspect**

Track by Starlight	Range: Self	Duration: 1 hour	PW: 1
If tracking by starlight the caster has a +2 bonus.			
Resist Falling	Range: Self	Duration: 15 mins	PW: 1
The caster has +8 ST for resisting knockback when riding.			
See in Darkness	Range: Self	Duration: 1 hour	PW: 1
The caster has Night Vision.			

**The Second Aspect**

Lighten Darkness	Range: Self	Duration: 15 mins	PW: 1
The caster lights up a radius of 10 squares like twilight.			
Star Lance	Range: Touch	Duration: 15 mins	PW: 1
The target spear is +2 max +2 damage and deals an extra 4 damage to darkness or chaos creatures.			

**The Third Aspect**

Starbright Arrow	Range: Touch	Duration: Instant	PW: 1
This is used as an arrow if fired. The arrow is +3 max and deals double damage to Darkness or Chaos creatures.			

Bless Unicorn	Range: Touch	Duration: 15 mins	PW: 1
Target unicorn has +3/3 enchanted armour and always resists magic as though its PW was at its full value.			

**The Fourth Aspect**

Enchant Silver	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of silver armour or one silver weapon. Requires a 6 hour dif ritual.			

Starlight Wards Camp	Range: Touch	Duration: 12 hours	PW: 3
The caste traces a line around a camp making a radius of 20 squares per 3 PW. Throughout the hours of darkness she will be instantly alerted if anything hostile crosses the boundary. Anything darkness or chaos creature crossing must resist the caster to be able to cross.			

Summon Lesser Lucifer	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Lucifer to serve the caster.			

**The Fifth Aspect**

Meteor Bow	Range: Self	Duration: 15 mins	PW: 4
All arrows fired by the caster count as Starbright Arrows.			

Summon Certamus	Range: 10	Duration: 15 mins	PW: 8
Summons a Certamus to help the caster. The Certamus will only help with matters of significance.			

Summon Lucifer	Range: 10	Duration: 15 mins	PW: 4
Summons a Lucifer to serve the caster .			

## Yinkin: Alynx God

Yinkin is the companion of Orlanth.

Power:	Minor.
STATs	CH, DX.
Trait	Cunning.
Skills:	Sneak, Ambush, Claw, Climb.
Advantages and Other Requirements	None.
Disadvantages:	Lustful
Bonuses:	Max (Stealth), Max (Speed), Jump, Max (Survival).
Allied Cults:	Orlanth, Odayla.

**The First Aspect**

Scent Foe	Range: Self	Duration: 1 hour	PW: 1
Caster can make scan throws to detect enemies by scent.			

Sleep Anywhere	Range: Self	Duration: 16 hours	PW: 1
Caster can sleep comfortably anywhere such as in a tree or under a rock or bush as long as the location is dry. The caster can make scan throws as normal even though asleep and awake in 1 turn.			

Squeeze Through	Range: Self	Duration: 1 hour	PW: 1
Caster has +2 max at contortions.			

Cat's Eyes	Range: Self	Duration: 1 hour	PW: 1
Caster has night vision.			

**The Second Aspect**

Grow Claws	Range: Self	Duration: 1 hour	PW: 1
Caster has claws.			
Seduction	Range: Self	Duration: 12 hours	PW: 2
Caster has +2 max at seduction and the target's resistance throws are 2D harder.			
Evaluate Food	Range: Touch	Duration: Instant	PW: 1
The caster can determine if the touched thing is good/safe to eat.			

**The Third Aspect**

Move Without Sound	Range: Self	Duration: 1 hour	PW: 1
Caster makes no noise when moving.			
Feel No Guilt	Range: Touch	Duration: 12 hours	PW: 1
Target can resist. Target feels no guilt about actions and cannot use Traditional or Customs for example to resist persuasion.			
Land Safely	Range: Self	Duration: Instant	PW: 1
Can be used without an action. The caster reduces any damage from a fall by 3 levels.			

**The Fourth Aspect**

Paralyse	Range: Touch	Duration: var	PW: 1
If the target has been damaged by the caster's claws this can be used immediately for no actions. The target must resist or for 1 turn per point failed by it cannot attack.			
Night Sense	Range: Self	Duration: 1 hour	PW: 1
Caster has darksense.			
Cat's Leap	Range: Self	Duration: Instant	PW: 1
Caster can leap 20 squares and land safely. This ability can be used as a charge action.			

**The Fifth Aspect**

Leap from Hiding	Range: Self	Duration: Instant	PW: 1
If opponent has not seen the caster s/he can leap up to 10 squares into HTH without avoid rolls or opportunity attacks. The caster gets +8 knockdown and can attack immediately on entering HTH.			
Become Alynx	Range: Self	Duration: 1 hour per	PW: 1 per
Caster is transformed into an Alynx with all an Alynx's abilities but the caster's STATS with +6 DX.			

## Zola Fel

Zola Fel is a river god with the following special attributes:

**The First Aspect**

Hate Waha	Range: Self	Duration: 15 mins	PW: 1.
The character has +2 max and +2 damage against Waha worshippers.			

**The Second Aspect**

Boatspeed	Range: Touch	Duration: 1 hour	PW: 2
The target boat may move with an MA of 8 on the Zola Fel River and is manoeuvred at will be the caster.			

**The Third Aspect**

Drown Chaos	Range: 10	Duration: Instant	PW: 1
Target, which must be a chaos creature within 5 squares of the river, may resist. The target is pulled to the bottom of the river and must stay there until it can resist the spell (once a turn) or it drowns.			

**The Fourth Aspect**

Pacify Giant	Range: 20	Duration: 15 mins.	PW: 3
The target may resist. The target giant considers the caster to be a good friend.			

**The Fifth Aspect**

Quench Fire	Range: 20	Duration: Instant	PW: 2
The target may resist. The target attribute of a fire deity is dispelled or Mahome (a fire) or Gustbran (a bonfire) is put out.			

## ANIMIST RELIGION

Animist religions worship great spirits. To be a member of an animist religion requires ecstatic worship (IQ sacrifice) and temporary power sacrifice. On the holy days of the cult and when performing rituals worship consisting of dancing, drumming, chanting and the taking of hallucinogenic herbs drives the worshippers into an altered state which attracts spirits. The spirits are fed with gifts of temporary PW. Permanent IQ is lost in the greater rituals.

### Membership

A character can be a member of any number of animist cults as long as all are allied. Each will require 10% of the character's time in holy day worship. A character who is of the Shaman class must give 30% of their time to the first religion.

### Entry Requirements

Often a character must be born within a particular tradition. It is rare for outsiders to be able to join and this would only happen in play. Other religions have entry requirements in terms of traits, stats etc.

### Integrated Spirits

Each spirit cult has integrated spirits. Each such spirit has a requirement: a skill, STAT or trait, which must be gained in order to integrate the spirit. The spirit inhabits the character's body and this gives him/her certain advantages. These advantages can usually be activated at will and use temporary PW to fuel them. To integrate a spirit requires a sacrifice of 1 IQ and a gift worth 50L to the shaman (unless the character is a shaman). The shaman must perform a vdiif 6-hour ritual to integrate the spirit.

### Using an Integrated Spirit

No roll for success is required when activating an integrated spirit unless a ritual is required in which case the difficulty is listed.

### Spirit Magic Spells

Each cult has a number of spirit magic spells. These are gained by sacrificing 1 IQ and giving a gift worth 25L to a shaman (unless the character is a shaman). A spell spirit is bound into a fetish and the character can then use the spell by using temporary PW. The shaman must perform a difficult ritual 3-hour difficult ritual to attract the spirit.

### Sacrificing IQ

IQ may never be sacrificed to reduce IQ below 7, as this would turn the character into semi-intelligent creature.

### Fetch

A shaman will have a fetch. The fetch has an IQ of 8 which can be increased with XP and a PW of 1 which can be increased by sacrificing PW to it or by spending XP. The fetch reports to the shaman on activity in the spirit world and

can engage in spirit combat. If a fetch defeats a spirit in spirit combat it can be banished or bound by the shaman. The fetch occupies the shaman's body when s/he becomes discorporate.

**Discorporation**

Shamans can go discorporate in a 30-minute vdf ritual. The shaman then acts as a disembodied spirit. A discorporate shaman travels the spirit plane and can engage in spirit combat with disembodied spirits but not other creatures or creatures engaged in possession. His/her body will be guarded by the fetch.

**Bound Spirits**

An animist character can have bound spirits under his/her command. A normal worshipper can bind one spirit into each magic crystal s/he possesses totalling no more than 5 PW of spirits for each 1 PW s/he has. In addition a shaman can have 5 PW of bound spirits controlled for every 1 PW his/her fetch has. Each bound spirit has particular powers depending on its type. To bind a spirit is must first be defeated in spirit combat. The spirit could be encountered or summoned for this purpose.

**Spirit Spells**

All animist religions have the following spirit spells. The spirit must be of a type allowed to the religion and if the religion has more than one type of spirit each needs a separate spell.

Summon (Named) Spirit	Range: 10	Dur: 15 mins	PW: 1 per
Summons a spirit of the type named in the spell with a PW of 5 per PW used. The spirit manifests in the real world. 2-hour difficult ritual.			

Command (Named) Spirit	Range: 10	Dur: 15 mins	PW: 1
The target can resist. Commands a spirit of the named type which must obey the caster for the duration.			

Bind Spirit	Range: Touch	Dur: Instant	PW: 1
The target spirit which has been reduced to 0 PW in spirit combat can be bound.			

**Casting Spirit Spells**

Casting a spirit spell requires an average spirit magic skill roll unless a ritual is required in which case the ritual difficulty is listed.

**Heroes and Runemasters**

A follower of an animist tradition may become a runemaster, hero or a superhero. First they must integrate all the spirits of their tradition – they are then called a runemaster. They may then heroquest to gain their own special integrated sprits and spells. These special spirits and spells are two to three times more powerful than normal. A character with 3 such spirits and 6 spells is a hero and one with 5 spirits and 9 spells is a superhero. A hero or superhero can have his or her own spirit tradition granting the spirits and spells to members at normal strength.

**Basmol: Praxian Lion God**

Basmol is the spirit tradition of the Basmoli lion-people.

Spirits:	Lion Spirit.
Other:	Must be a Basmoli lion man or an intelligent lion.

**Integrated Spirits**

Lion's Head	Range: Self	Duration: 1 hour/per	PW: 1/per	Courage: 3D
The character has a lion's head. S/he has a Carnivore Bite and is VS with it in addition to normal attacks and has +4 ST.				

Lion's Paws	Range: Self	Duration: 1 hour/per	PW: 1/per	Running: MA
The character has 4 lion's paws. S/he can no longer use tools or weapons having no hands but has a basic MA of 8(13) and can attack with Claws at VS. S/he counts as a 4-footed creature in HTH.				

Lion's Strength	Range: Self	Duration: 1 hour/per	PW: 1/per	Traditional: 4D.
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The character has a lion's strength: +8 ST.
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Lion's Body	Range: Self	Duration: 1 hour/per	PW: 1/per	DX: 19
The character has a lion's body. This grants +2 ST, gives EX with Carnivore Bite with Lions Head, +1(+1) MA and EX claws with Lion's Paws, +2 ST with Lion's Strength and +0/1 armour with Lion's Skin.				

Lion's Skin	Range: Self	Duration: 1 hour/per	PW: 1/per	ST: 19+
The character is covered in thick lion's fur providing 2/1 armour and is +1 Dodge and Evade.				

Lion's Heart	Range: Self	Duration: 1 hour/per	PW: 1/per	CH: 19+.
The character can re-roll any failed fear check once.				

### Spirit Spells

Lick Wounds	Range: Touch	5 minute average ritual	PW: 2
The target regains 2 hits and one wound counts as treated.			

Lion's Roar	Range: 10 radius	Duration: Instant	PW: 1
All enemies within range must make a 2D Fear check.			

Lion's Gaze	Range: self	Duration: 1 hour	PW: 1
The character has sharp senses.			

Call Pride	Range: 10km	Instant	PW: 1
All pride members hear the caster's call which can be a warning, a call for help or a call for food found.			

Sharp Tooth	Range: Self	Duration: 5 mins	PW: 2
The character's bite does +2 damage and +2 null.			

Gold Fur	Range: Self	Duration: 5 mins	PW: 2
The character's skin is +2/2.			

## Daka Fal: Praxian Judge of the Dead

Daka Fal is the Praxian Spirit who separates the dead from the living. He is worshipped by some Praxian shamans.

Spirits:	Ancestor Spirit, Healing Spirit, Power Spirit, Bird Spirit, Jackal Spirit, Fear Spirit.
Other	Must be a shaman.
Other:	Must learn Funeral Rites

### Integrated Spirits

Ancestral Protector	Range: Self	Duration: 15 mins	PW: 1/per	Traditional: 3D.
Gives the character +6 resistance to spirit attacks.				

Resist Foreign Gods	Range: Self	Duration: 15 mins	PW: 1/per	IQ: 15+
Gives the character +6 resistance to the attributes of gods.				

Hide Spirit	Range: Self	Duration: 15 mins	PW: 1/per	Cunning: 3D.
The character is immune to detection by magic.				

Aura of the Dead	Range: Self	Duration: 15 mins	PW: 1	PW: 18+
The character causes 2D Fear.				

No Fear	Range: Self	Duration: 15 mins	PW: 1	CH: 17+.
The character is immune to fear caused by undead or ghosts.				

### Spirit Spells

Free Ghost	Range: Touch.	5 minute difficult ritual.	PW: 1
This spell frees a ghost which are bound into an area. The ghost is allowed a resistance roll.			

Break Possession	Range: Touch.	30 minute difficult ritual.	PW: 1
This spell breaks any spirit possessions on the target. The spirits are allowed a resistance roll.			





Break Spirit Spell	Range: Touch.	Duration: Instant	PW: var.
This spell breaks any spirit spell with a duration as long as the PW used exceed that which set up the spell.			

Resurrection	Range: Touch.	12-hour a. difficult ritual.	PW: 2p.
This spell requires the body of the deceased who must have died of injuries within the last 2 days. The injuries must have been healed. The shaman must find the target's spirit on the spirit plane so it does not usually work on followers of foreign gods or those who have had their spirits trapped or dismembered by powerful enemies. The spirit must agree to be resurrected.			

Funeral Rites	Range: Touch.	12-hour difficult ritual.	PW: 5
The caster returns the spirit of the deceased to Daka Fal and lets them join the ancestors. This spell stops the deceased being captured by foreign gods or spirits or raised as a ghost.			

### Eiritha: Praxian Beast Mother

Eiritha is the mother of herd beasts. She is worshipped by nearly all female Praxians as High Llama-Eiritha, Impala-Eiritha etc.

Spirits:	Healing Spirit, Herd Beast Spirit, Earth Spirit.
Other:	Must be female.

#### Integrated Spirits

Endurance Spirit	Range: Self	Duration: 1 hour.	PW: 1/per	ST: 14+
The character has +4 Toughness and reduces the penalty from pain or wounds by 1.				

Beast Spirit	Range: Self	Always active.	PW: 0	Traditional: 3D
The character can speak to the tribe's herd beasts and they will understand.				

Avoid Violence Spirit	Range: Self	Duration: 5 mins.	PW: 3	Cautious: 3D.
Whilst this spirit is active attackers must resist or be unable to attack the character in order to inflict damage. Only one resistance attempt is allowed. Attacks which do not inflict physical damage are still possible.				

Deceit Spirit	Range: Self	Duration: 1 hour.	PW: 1/per	Cunning: 3D
The character has +3 on any skill roll involving lying.				

Grass Eater Spirit	Range: Self	Duration: 1 hour.	PW: 1	PW: 17+
The caster can eat grass as though she were a herd beast and gain nutritional value from it.				

#### Spirit Spells

Summon Mahome	Range: Touch.	1 minute average ritual.	PW: 1
This spell will ignite a small fire such as a campfire of radius 1. It cannot be used to create larger fires. A campfire deals L1 fire damage.			

Healing Spirit	Range: Touch.	Instant	PW: 1 or 2
This spell will heal 1 damage per point of PW. The 2-point version also heals light wounds inflicted in the last 5 minutes.			

Vulture Spirit	Range: Self.	Duration: 5 mins	PW: 1
The caster has Sharp Senses (as the advantage).			

Stone Spirit	Ranged.	Duration: 4 turns.	PW: 2
Target may resist. Target has an MA of 0.			

Herd Mother Spirit	Range: Self.	Duration: 1 hour	PW: 1
The caster can unerringly follow the track of a named herd beast.			

Sniff Trouble	Range: Self.	Duration: 1 hour	PW: 1
The caster can make a scan roll to detect dangerous things within 100m by sniffing the air.			

Resist Waha	Range: Self.	Duration: 5 mins	PW: 1
The caster has +3/3 armour against Waha worshippers and +6 ST for resisting knockback, knockdown or grapple attempts by them.			

## Eol Tradition

The Eol Tradition is followed by hunters from the frozen north and also the units of the Thunder Delta Slingers.

Spirits:	Power Spirit, Seal Spirit, White Bear Spirit, Ice Spirit.
Other:	Must learn the Peaceful Cut.

### Integrated Spirits

Sealstalker Spirit	Range: Self	Duration: 15 mins	PW: 1	DX: 18+.
The caster has +2 max +2 range modifier and +2 damage with a sling.				

Enchant Bloodstone	Range: Touch	Duration: 1 hour dif ritual	PW: 1p and 6 hits	PW: 18+.
The caster uses his own blood to enchant a flint. When used as a slingshot by a member of the Eol tradition it deals L3 physical damage in addition to normal damage on impact. When fired it glows bright red but otherwise is indistinguishable without magic from any other stone.				

Winter Wind	Range: Self	Duration: 15 mins	PW: 2	Religion: Ex
Missiles and thrown weapons are at -3 to hit the caster.				

Ice Blood	Range: Self	Duration: 6 hours	PW: 1	IQ: 15+
The caster is immune to natural cold and wind, reduces cold damage by 3 levels and air or physical damage by 2 levels.				

Snowkite Eye	Range: Self	Duration: 1 hour	PW: 1	Tracking: Ex
The caster's vision has Sharp Senses.				

### Spirit Spells

Peaceful Cut	Range: Touch.	1 minute average ritual.	PW: 1
The spell is cast as part of the killing of an animal. It ensures that the spirit of the animal will not be able to exact retribution on the killer and that its spirit will return to the spirit place.			

Endurance	Range: Self.	Duration: 1 hour.	PW: 1
Caster can run for the duration (x2 MA) without tiredness.			

Hit Hard Sling	Range: Self.	Duration: 5 mins.	PW: 1
Caster's sling deals +2 damage.			

Long Sling	Range: Self.	Duration: 5 mins	PW: 1
Caster's sling has +2 range modifier.			

Bear's Gait	Range: Self.	Duration: 5 mins.	PW: 1
Caster has +2 MA.			

Find Bloodstone	Range: 1 km.	Duration: Instant	PW: 1
Caster knows the distance and direction to any of his bloodstones within range.			

Freeze Wound	Range: Touch.	1 minute average ritual.	PW: 1
Target minor or major wound counts as treated.			

Seal Swimmer	Range: Self.	Duration: 5 mins	PW: 1
Caster is Ex Swimming, can hold his breath for the duration and is not hurt by cold water.			

Seal Hunter	Range: 100	1 minute average ritual.	PW: 1
Caster knows the distance and direction to any seal in range.			

No Food	Range: Self	1 hour per max 48 hours	PW: 2 per
Caster can continue acting normally without food or water for up to 48 hours after which s/he begins to weaken normally until food and drink are taken again.			

Ice Runner	Range: Self	Duration: 1 hour	PW: 1
Caster can move over snow and ice with no penalty. S/he does not sink into snow or crack thin ice.			

Chill	Range: 20	Duration: Instant	PW: 1
Target must resist or take L1 cold damage.			

### Found Child: Hunter God

Found Child is the cult of primitive hunters.

Spirits:	Power Spirit, Dog Spirit.
Other:	Must learn the Peaceful Cut.

#### Integrated Spirits

Stag Spirit	Range: Self	Duration: 1 hour.	PW: 1	DX: 16+.
The character has +4 MA.				

Hound Spirit	Range: Self	Duration: 1 hour	PW: 1	Traditional: 3D.
The character has +2 tracking and +1 max with a spear or axe.				

Rabbit Spirit	Range: Self	Duration: 1 hour	PW: 1	Cautious: 3D.
The character has +2 on Sneak, Hide and Ambush.				

Antelope Spirit	Range: Self	Duration: 1 hour	PW: 1	Cunning: 3D.
The character's enemies are at -2 to hit.				

Aurox Spirit	Range: Self	Duration: 1 hour	PW: 1	CH: 16+
The caster has +2D Courage and +2 max leadership.				

#### Spirit Spells

Peaceful Cut	Range: Touch.	1 minute average ritual.	PW: 1
The spell is cast as part of the killing of an animal. It ensures that the spirit of the animal will not be able to exact retribution on the killer and that its spirit will return to the spirit place.			

Binding	Range: 30	Duration: 5 mins	PW: 1
The target can resist or have -4 MA (min 1).			

Bird Arrow/Javelin	Range: Touch.	Instant	PW: 1
Cast as part of a shoot action the arrow or javelin is +3 max and +3 damage.			

Draw Beast	Range: 30	Duration: 5 mins	PW: 2
The target animal must resist or move towards the caster.			

Mud in Hurt	Range: Touch.	5-minute difficult ritual.	PW: 1
The target regains 2 hits and any wound counts as treated.			

Scare Ghost	Range: Self.	Duration: 5 mins	PW: 1
If the caster resists an attack of a ghost or spirit it must flee and not attack again.			

Warm	Range: Touch.	2-minute difficult ritual.	PW: 1
The target stone is warmed up and provides heat like a campfire for the next hour.			

### Jakaleel the Witch: Spindle Hag

Jakaleel is a woman who became the Lunar Goddess of the Spirit World. She is one of the Seven Mothers.

Spirits:	Madness Spirit, Lunar Spirit, Fear Spirit, Love Spirit, Hate Spirit, Spirit of the Dead.
Other:	Subject to the Lunar Cycle.
Allies:	All Lunar Cults.

#### Integrated Spirits

Black Moon Spirit	Range: Self	Duration: 1 hour/per	PW: 1/per	IQ: 16+
The character is immune to mind affecting magic and has +6 resistance to all non-Lunar magic.				

Full Moon Spirit	Range: Self	Duration: 1 hour/per	PW: 1/per	DX: 21+
The character has PW as though it were Full Moon Day.				

Half Moon Spirit	Range: Self	Always on	PW: 0	Cunning: 3D
The character has +2 to all sneak or hide rolls and perception rolls are necessary against him/her even in situations where no roll would normally be necessary.				

Waxing Moon Spirit	Range: Self	Always on	PW: 0	PW: 18+
The character has +6 resistance in spirit combat and does an extra PW drain.				

Waning Moon Spirit	Range: Self	Always On	PW: 0	Inclusive: 4D
The character can use Inclusive for Fear checks.				

### Spirit Spells

Wall of Darkness	Range: 10	15 mins	PW: 1.
Creates a wall of pitch blackness 6 squares by 4 squares by 4 squares.			

Despair	Range: 15.	15 mins.	PW: 1.
Target must resist or despair of success being at -4 to all actions and trait rolls. Also causes a 2D Fear check.			

Command Ghost	Range: 10.	15 mins.	PW: 1.
Target ghost must resist or obey the orders of the caster.			

Create Ghost	Range: 10	Permanent	PW: 5.
Makes a controlled spirit of the dead into a ghost by binding it to a location. Requires a 30 min vdif ritual.			

Create Zombie	Range: Touch.	Permanent	PW: 5.
Binds a controlled Spirit of the Dead into a corpse to create a zombie which obeys the caster. The spirit must not be a Lunar Cultists and nor must the corpse. Requires a 30 min vdif ritual.			

Destroy Zombie	Range: 5.	1 hour	PW: 2
The controller of target zombie must resist or the spirit in it is freed.			

Ease Madness	Range: Touch	1 day/per	PW: 1/per
In a 5 minute vdif ritual the effects of madness are suppressed in the target.			

Enchant Lead	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of lead armour or one lead weapon. Requires a 6 hour dif ritual.			

Fear	Range: Self	Duration: 15 mins/per	PW: 1 per
The caster causes 2D Fear.			

Reflect Magic	Range: Self	Duration: 15 mins	PW: var
The caster can use any amount of PW on this spell. Any spell which used less PW than this which is targeted at the caster will be reflected back at its caster. A spell may have extra PW applied to break through the reflection. If a spell breaks through the reflection then reflection is dispelled.			

Madness	Range: 20	Duration: Instant	PW: 3
The target is allowed to resist. If the target fails by 10+ s/he loose 1D IQ and collapses for 30 - PW minutes unable to do anything except dribble. The IQ returns at 1 per day. If the target fails by 6+ s/he attacks the nearest person for the next 30 minutes - PW moving onto the next nearest when they are killed and is unable to parry. If the target just fails then s/he collapses for 30 minutes - PW and can not do anything except sway slowly.			

Cure Madness	Range: Touch	Duration: 4 hour edif ritual	PW: 5
If madness is caused by a spirit it is allowed a resistance roll or it is banished. If caused by Chaotic Madness 1 madness point is lost.			

## Kolath Storm Spirit

Kolath is the great spirit of storms.

Spirits:	Air Spirit, Cold Spirit, Power Spirit.
Other	Must be a shaman.
Allies	Orlanth

### Integrated Spirits

Resist Cold	Range: Self	Duration: 1 hour/per	PW: 1/per	ST: 17+.
The character is immune to natural cold and reduces elemental cold damage by 3 levels and has +6 to resist cold magic.				

Speed of the Wind	Range: Self	Duration: 1 hour/per	PW: 1/per	DX: 17+.
The character has +4 MA.				

Spirit of the Wind	Range: Self	Duration: Permanent	PW: 0	Cunning: 3D.
The character has +2 to any skill roll involving lying and +1D to resist any attempt at persuasion.				

No Help	Range: Self	Duration: 1 hour/per	PW: 1/per	Traditional: 3D.
The character gains the advantage defence manoeuvre.				

Resist Storm	Range: Self	Duration: 1 hour/per	PW: 1/per	CH: 17+
The character reduces electricity or air damage by 3 levels and has +6 to resist storm magic				

### Spirit Spells

Wall of Cold	Range: 10	Dur: 5 mins	PW: 2
Creates a 5 long 3 high and 1 thick wall of cold. Anyone passing through it takes L2 cold damage.			

Gale	Range: 20	Dur: 5 mins	PW: 2
Create a localised gale with a radius of 10 squares. Anything in it must resist the caster's PW with ST or fall. The same resistance is needed to stand up.			

Wind Blast	Range: 20	Dur: Instant	PW: 2
Target must roll 3D under ST or fall taking L1 Physical.			

Summon Storm	Range: 0	Dur: 30 min edif ritual	PW: 10
Summons a large thunderstorm affecting a 3 km radius.			

Lightning	Range: 30	Dur: Instant	PW: 2 per
Anything in the target square must make a vdfif avoid or take L1 electricity damage per 2 PW used to a maximum of 1 level per 8 total PW.			

Tornado	Range: 20	Dur: 5 mins	PW: 4
Creates a tornado with a radius of 1 square which appears 1D-2 squares from the target square in a random direction. The tornado moves 1D-2 squares in a random direction each turn. Anyone in the tornado must roll 4D under ST or be thrown 20 squares into the air. Anyone within 4 squares of the tornado must roll 2D under ST or be pulled 2 squares toward the tornado.			

Tornado Bolt	Range: 30	Dur: Instant	PW: 2 per
Anything in the target square must make a vdfif avoid or take L1 air damage per 2 PW used to a maximum of 1 level per 8 total PW.			

Wind Cloak	Range: Self	Dur: 5 mins	PW: 2
Missiles and thrown weapons are -3 to hit the caster.			

Blow Away	Range: 30	Dur: Instant	PW: 2
Target can resist. One object carried or worn (loosely) by the target is blown 30 squares away. The spell is strong enough to break leather straps but not metal chains. It could blow away a shield, hand weapon, cloak or hat but not a breastplate, helmet or hauberk.			

Winter Blast	Range: cone 3 per	Dur: Instant	PW: 1 per
All targets in cone must resist or take L2 cold and resist on St vs the caster's PW or fall down and be blown 1 square away power point failed by to the maximum range of the cone.			

Gust of Wind	Range: 30	Dur: Instant	PW: 3
Target must resist the caster's PW with ST or be blown one square per point failed by away from the caster.			

## La—ungariant: Pentan Goddess

La-ungariant is the female god of the Pentan nomads and the Grazers. She is worshipped by nearly all their females.

Other:	Must be female.
Spirits:	Ancestor Spirit, Hate Beastrider Spirit, Horse Spirit, Healing Spirit.

### Integrated Spirits

Snake Spirit	Range: Self	Always on	PW: 0	Cunning: 3D
The character has Poison Resistance.				

Call for Aid	Range: 10 km	Instant	PW: 1	Traditional: 3D
When the character calls for aid all tribe members within range will hear the call.				

Detect Lie	Range: 5	Instant	PW: 0	IQ: 15+
The target is allowed to resist. Reveals if the target just told a lie.				

Whistle for Horse	Range: 5 km	Instant	PW: 1	PW: 16+
The character's horse or horses will immediately try to reach her from wherever they are.				

Beauty Spirit	Range: Self	Always on	PW: 0	CH: 17+
The character gains the Appearance: beautiful special ability.				

Faith Spirit	Range: Self	Always on	PW: 0	Religion: EX.
The character gains the Appearance: inspires confidence special ability.				

### Spirit Spells

Berry Ripening	Range: Touch.	5-minute difficult ritual.	PW: 1
Ripens the berries on one bush or tree.			

Gravel Shifting Underfoot	Range: 20.	Instant	PW: 1
All targets in a 3 square radius must roll Vdif Balance or fall.			

Healing Mud	Range: Touch.	1-hour vdif ritual.	PW: 6.
The target is returned to full hits and any minor or major wounds are healed.			

Stone Strength	Range: Touch.	Duration: 15 mins.	PW: 2
Target has +4 ST.			

Stoneskin Spirit	Range: Touch.	Duration: 5 mins.	PW: 2
Target has 5/4 skin.			

Absorption Spirit	Range: Touch.	Duration: 5 mins.	PW: 2
Any spell with a resistance roll and a PW cost of 2 or less is absorbed if the caster resists successfully adding the PW to her own.			

Horse Endurance Spirit	Touch.	Duration: 15 mins	PW: 2
Target has +6 Toughness.			

Leaping Horse Spirit	Touch.	Duration: 5 mins.	PW: 1
Target can leap an extra 5 squares.			

Horse Speed Spirit	Touch.	Duration: 15 mins.	PW: 1
Target has +4 MA.			

Cure Horse Disease	Touch.	1 hour vdf ritual.	PW: 2
Target disease spirit is allowed a resistance roll. Drives a disease spirit out of a horse.			
Heal Horse	Touch.	Instant	PW: var.
Target horse has damage equal to PW healed. 2 points also cures light wounds, 4 points cures major wounds and 6 points cures mortal wounds as long as they were inflicted in the last 5 minutes.			
Find Horse Fodder	Range: 10km	10 minute difficult ritual.	PW: 1
Finds the best source of horse fodder within range.			

### The Storm Bull: Raging Storm

Storm Bull is also called Urox. He is the greatest chaos fighter: the great spirit of wild fury and untamed animal power. His rage and bravery are powerful enough to defeat even chaos, and he led the war against chaos in the Darkness Age. He fought Wakboth the Devil and trapped him beneath a mountain of adamant, so he is grudgingly accepted among the Heortling barbarians and the nomads. Urox and his worshippers are generally considered to be dangerous fanatics.

Other:	Must integrate Smell Stench of Chaos.
Spirits:	Hate Chaos Spirit, Pain Spirit, Violence Spirit, Fear Spirit, Wind Spirit, Bull Spirit.

#### Integrated Spirits

Smell Stench of Chaos	Range: 50m	Always On	PW: 0	ST: 13+
The character can smell nearby chaos. The powerful the chaos the stronger the smell.				
Berserk Rage of the Bull	Range: self	Duration: 5 mins/per	PW: 1 per	Courage: 2D
The character can go into a berserk rage. In this state s/he cannot parry and must move towards an enemy at full speed or attack an enemy each turn until no enemies are visible. Once no enemies are visible the character must attack nearest friend who is not a Storm Bull worshipper until no such friends or visible, the rage duration wears off, the character manages to roll 2D under IQ or the character is calmed by a Chalana Arroy initiate. Whilst berserk the character has +8 ST, treats any wound as though it were a level lower, is immune to fear caused by chaos creatures, gets +4 max chaos creatures and has +2 MA. These effects including the ST and resultant hits and the ignoring of wound states wear off with the berserk rage.				
Ignore Chaos Blow	Range: Self	Duration: 15 mins	PW: 1	PW: 16+.
Each PW used adds 2/2 armour to a maximum of 8/8 which applies only against damage inflicted by chaos creatures.				
Resist Chaos Magic	Range: Self	Duration: 15 mins	PW: 1	CH: 12+
Caster has +8 to resist chaos magic or spirits.				
Get Up	Range: Self	Duration: Instant	PW: 5	Religion: Ex
If the caster is downed as a result of a mortal wound or running out of hits he can use this spirit as he falls to the earth to regain 6 hits and turn one mortal wound into a major wound. If this means he can now stand he immediately gets up.				
<b>Spirit Spells</b>				
Rally Warriors Against Chaos	Range: 15sq radius.	Duration: 5 mins.	PW: 3	
Allies within range do not have to make fear rolls caused by chaos creatures.				
Hide of the Bull	Range: self.	Duration: 5 mins.	PW: 1 per	
Gives the caster 1/1 enchanted armour per PW up to a maximum of 4/4.				
Strength of the Bull	Range: self.	Duration: 5 mins.	PW: 1	
Gives the caster +4 ST.				
Bulls Charge	Range: self.	Duration: 5 mins.	PW: 2	
The character has double MA, adds +1 max and +2 damage when charging.				
Mighty Blow of the Bull	Range: self.	Duration: 5 mins.	PW: 2	
The character deals +3 damage.				
Roar of Bravery	Range: 15 sq radius	Instant	PW: 2	
Any hostile spell with a duration on the caster is broken if its caster cannot resist this spell at -6. Also any spirit attacking the caster must resist at -6 or flee for 5 minutes.				

Smell Enemy Nearby	Range: 50m.	Duration: Instant.	PW: 1
The caster knows the approximate distance to and direction of each enemy in range.			

Stare Down Foe	Range: 5 squares.	Duration: 5 mins.	PW: 2
The target must resist the spell or be demoralized and at -2 to all actions for the duration.			

## Telmor: Wolf God

Telmor is the spirit tradition of the Telmori wolf-people.

Spirits:	Wolf Spirit, Lunar Spirit, Chaos Spirit.
Other:	Must be a telmori wolf person or an intelligent wolf.

### Integrated Spirits

Wolf's Head	Range: Self	Duration: 1 hour/per	PW: 1/per	PW: 16+
The character has a wolf's head. S/he has a Carnivore Bite and is VS with it in addition to normal attacks and can track by scent and has night vision.				

Wolf Paws	Range: Self	Duration: 1 hour/per	PW: 1/per	Running: EX
The character has 4 wolf's paws. S/he can no longer use tools or weapons having no hands but has an MA of 9(13) and can run for hours without tiring. S/he counts as a 4 footed creature in HTH.				

Wolf's Speed	Range: Self	Duration: 1 hour/per	PW: 1/per	DX: 16+
The character has a wolf's speed. This is +5 DX.				

Wolf's Body	Range: Self	Duration: 1 hour/per	PW: 1/per	ST: 16+.
The character has a wolf's body. This grants +2 ST, gives EX with Carnivore Bite with Wolf's Head, +1(+1) MA with Wolf Paws, +1 DX with Wolf's Speed and +0/1 armour with Wolf's Skin.				

Wolf's Skin	Range: Self	Duration: 1 hour/per	PW: 1/per	Cautious: 3D
The character is covered in thick wolf's fur providing 2/1 armour and is immune to damage from weapons not made of iron or silver except on Dark and Dying moon days.				

Wolf's Cunning	Range: Self	Duration: 1 hour/per	PW: 1/per	Cunning: 3D
The character becomes expert at tracking, sneak and hide.				

### Spirit Spells

Lick Wounds	Range: Touch	5 minute average ritual	PW: 2
The target regains 2 hits and one wound counts as treated.			

Howl to the Moon	Range: Self	1 hour vdiif ritual	PW: 2
Can only be used at the Full Moon to gain 7 temporary PW.			

Hot Breath	Range: 1	5 minute average ritual	PW: 1
Warms an area of ground in a 2 square radius melting snow and ice and drying the ground.			

Call Pack	Range: 10km	Instant	PW: 1
All pack members hear the caster's call which can be a warning, a call for help or a call for food found.			

Sharp Tooth	Range: Self	Duration: 5 mins	PW: 2
The character's bite does +2 damage and +2 null.			

Silver Fur	Range: Self	Duration: 5 mins	PW: 2
The character's skin is +2/2.			



## Twin Star Sisters: Handmaidens of Sedenya

The Twin Stars are the handmaidens of Sedenya. They are the patron spirits of eloquence with barbarians and of deadly distraction in a crisis. They are popular with the Sable Tribe and the Red Hair Tribe.

Other	The Twin Stars are subject to the Lunar Cycle.
Spirits:	Madness Spirit, Lunar Spirit, Star Spirit, Love Spirit.
Allies:	All Lunar Cults.

### Integrated Spirits

Standfast Spirit	Self	Always On	PW: 0	Sedenyic Philosophy: EX.
The character can use the Inclusive trait to make Fear rolls.				

Attraction Spirit	Range: Self	Always on	PW: 0	CH: 17+
The character gains the Appearance: beautiful special ability at +1 (or another +1 if already possessed).				

Eloquence Spirit	Range: Self	Always on	PW: 0	Cunning: 3D
The character gains +1 max on social skills.				

Blessing of the Goddess	Range: Self	Always on	PW: 0	Religion: EX
The character has +6 to resist non-Lunar spirits and spells.				

Include Barbarian	Range: 5	Duration: 1 hr	PW: 2	Inclusive: 3D
Target is allowed a resistance roll. It is +3 to persuade the target non-Lunar something to do with the Lunar Way.				

Twin	Range: Self	Duration: 5 mins	PW: 4	DX: 21+
Caster appears to have an insubstantial twin who remains adjacent to him/her. The twin can make one spell casting action per turn as though the character were casting the spell.				

### Spirit Spells

Distraction Spirit	Range: 20.	5 mins	PW: 2
The target is allowed a resistance roll. The target is distracted and at -3 to all actions hostile to the caster.			

Moon Bow	Touch	5 mins	PW: 3
The caster's bow gives a bonus to max and damage of +3 on the full moon, +2 on the half moons and +1 on the crescent moons.			

Moon Lance	Touch	5 mins	PW: 3
The caster's spear gives a bonus to max and damage of +3 on the full moon, +2 on the half moons and +1 on the crescent moons.			

Moon's Touch	Touch	Instant	PW: 2
The target is healed by 4 points (and major wounds inflicted in the last 5 minutes) on the Full Moon, 3 points (and minor wounds inflicted in the last 5 minutes) on the half moons and 1 point on the crescent moons.			

Moon's Blessing	Touch	5 mins	PW: 2
The target has resistance against non-Lunar spells and spirits of +8 on the full moon, +4 on the half moons and +2 on the crescent moons.			

Star Eye	Self	1 hour	PW: 1
The caster has night vision.			

The Twin's Light	Self	5 mins	PW: 2
The caster appears in multiple shimmering forms giving opponents a penalty to hit of -3 on the full moon, -2 on the half moons and -1 on the crescent moons.			

Star Runner Spirit	Self or Mount Ridden	1 hour	PW: 1
The target can run over any terrain as though it was good going.			

Glamour	Self	1 hour	PW: 1/per
Caster has +1 CH per PW used.			

Lunar Light	Range: 20	5 mins	PW: 3
Target can resist. Target non-lunar has any enchanted armour reduced by 2/2 and any penalty to opponent's max reduced by 2.			
Spirit Foot	Self or Ridden Mount	5 mins	PW: 2
Target has +4 MA.			
Charm	Range: 20	5 mins	PW: 2
Target can resist. Target non-lunar considers the caster a good friend.			

## Waha: Great Kahn

Waha is the Great Kahn of the Praxian nomads. He is worshipped by nearly all male Praxians.

Spirits:	Power Spirit, Law Spirit, Hate Horse Spirit, Pain Spirit.
Other:	Must learn the Peaceful Cut spell. Must be male.

### Integrated Spirits

Despise Outsider Spirit	Range: Self	Duration: 15 mins	PW: 1/per	CH: 19+.
Gives the character +2 chance of success on any action versus an outsider as long as within Prax or the Wastelands.				
Cactus Desert Spirit	Range: Self	Duration: 1 hr.	PW: 1/per	Traditional: 3D.
The character has +6 toughness and needs only ¼ of the usual food or water with no ill effects. The character has +1 on all survival skills.				
Jackal Spirit	Range: Self	Duration: 15 mins	PW: 1/per	Cunning: 3D
The character has a +2 on Sneak and Hide and a +2 on social skills which involve lying and deceit.				
Horse Hater Spirit	Range: self	Always On	PW: 0	ST: 16+
The character can smell horses within ½ mile, can hear their approach at up to 10 miles by listening to the ground and knows their direction, distance and numbers.				
Sacrifice Enemy	Range: Touch	6-hour difficult ritual.	PW: 6	Religion: EX
An enemy warrior is sacrificed in a 6-hour ritual of torture. If the enemy succeeds in a 3D Fear roll the character gains 1 permanent PW.				

### Spirit Spells

Peaceful Cut	Range: Touch.	1 minute average ritual.	PW: 1
The spell is cast as part of the killing of a herd animal. It ensures that the spirit of the animal will not be able to exact retribution on the killer and that its spirit will return to the herd mother.			
Make Animal	Range: Touch.	1 hr difficult ritual.	PW: 6
Reduces the IQ of an intelligent creature to 6, turning it into an animal reliant on instinct (though quite a clever animal). The effect is permanent unless the Make Person ritual is used or some other curse breaking magic.			
Make Person	Range: Touch.	1 hr difficult ritual.	PW: 6
Increases the IQ of a 6 IQ animal to 7 or its former value if it was transformed by a Make Animal Spell. This turns it into an intelligent creature. The effect is permanent unless the Make Animal ritual is used or some other curse breaking magic.			
War Paint	Range: Touch.	30 minute difficult ritual	PW: 3
The target has war paint painted on his body and gains 2/2 magical armour and +2 resistance to spirit magic spells or spirits for the next 6 hours.			
Tortoise Spirit	Range: 30	Dur: 10 turns	PW: 2
Target is allowed to resist. Target has its MA reduced by 4 (min 1).			
Herd Beast Spirit	Range: Self.	Dur: 5 mins	PW: 2
Character has +6 Toughness.			

Summon Gustbran	Range: 20.	Dur: Instant.	PW: 3
This spell will ignite a large bonfire or someone's tent for example. It does not work for small campfires. The fire has a radius of 2-5 and deals L2 fire damage.			
Summon Oakfed	Range: 100	10-minute edif ritual.	PW: 10
This spell will ignite a large wild-fire such a brush fire or forest fire. It does not work for small campfires or bonfires. The fire has a radius of 6-30 and deals L3 fire damage.			
Poison	Range: Touch	15-minute difficult ritual.	PW: 4
The target weapon is covered in ST 25 Blade Venom.			
Endure Pain	Range: Self	Dur: 5 mins	PW: 1
Caster reduces penalties from wounds by 1 and does not make fear checks for receiving them.			
Take Scalp	Range: Touch	Dur: Instant	PW: 1
Target can resist. This ability requires taking the scalp of an enemy who has just be killed or disabled by the caster. If the victim has a higher value in any STAT than the caster then the caster gains +1 in that STAT whilst he possesses the scalp. No one else can gain this benefit.			
Sacrifice Blood	Range: Self	Dur: 15 min difficult ritual	PW: 0
For each hit the caster takes he regain 1 temporary PW. This damage cannot be healed by magic.			
Endure Pain	Range: Self	Dur: 5 mins	PW: 1
Caster reduces penalties from wounds by 1 and does not make fear checks for receiving them.			

### Yu-kargzant: Pentan God

Yu-kargzant is the kahn of the Pentan nomads and the Grazers. He is worshipped by nearly all their males.

Spirits:	Ancestor Spirit, Power Spirit, Horse Spirit, Hate Beastrider Spirit, Hate Farmer Spirit, Fire Spirit.
Other:	Must be male.

#### Integrated Spirits

Bravery Spirit	Range: Self	Always on	PW: 0	Traditional: 3D
The character may make a Traditional roll instead of Courage to resist Fear.				
Hunter Spirit	Range: Self	Always on	PW: 0	IQ: 16+
The character has +1 on all survival skills.				
Lance Spirit	Range: Self	Duration: 1 hr	PW: 1	DX: 21+
The character has +2 max, +1 damage, +1 charge damage when using a spear from horse-back.				
Confusion Spirit	Range: Self	Always on	PW: 0	Cunning: 3D
The character may not be detected by magic and is allowed a resistance roll if a spirit tries to see him.				
Horse Spirit	Range: Self	Always on	PW: 0	CH: 18+.
The character gets +1 on any skill accomplished on horseback.				

#### Spirit Spells

Blinding Flash	Range: 20.	Duration: 4 turns	PW: 1
The target is allowed to resist the caster's PW using adjDX. If s/he fails s/he is at -4 to all actions involving vision and doubles all range penalties.			
Blinding Glare	Range: Self.	Duration: 5 mins	PW: up to 4
The character glows with a bright light illuminating a radius of 5 squares as bright as day and a further 5 squares like twilight. Any attack targeted against the character using vision is at a penalty equal to PW used.			
Light	Range: Touch.	Duration: 1 hour	PW: 1
Creates a light which illuminates a 3 square radius as bright as day and a further 3 squares like twilight. The light can be attached to any object and moves with it.			

Flaming Weapon	Range: Touch.	Duration: 5 mins	PW: 3
The weapon that the caster is using burst into flames but is undamaged. It deals L2 fire damage separately to its normal damage.			
Inferno Spirit	Ranged	Instant	PW: 3
Target is set alight. It takes L2 fire damage per turn. If it is a living creature it may roll 3D under adjDX each turn to put the flames out taking an action. The damage is inflicted after the target's action.			
Summon Gustbran	Range: 20.	Dur: Instant.	PW: 3
This spell will ignite a large bonfire or someone's tent for example. It does not work for small campfires. The fire has a radius of 2-5 and deals L2 fire damage.			
Summon Oakfed	Range: 100	10-minute edif ritual.	PW: 10
This spell will ignite a large wild-fire such a brush fire or forest fire. It does not work for small campfires or bonfires. The fire has a radius of 6-30 and deals L3 fire damage.			
Horse Endurance Spirit	Touch.	Duration: 5 mins	PW: 2
Target has +6 Toughness.			
Leaping Horse Spirit	Touch.	Duration: 5 mins.	PW: 1
Target can leap an extra 5 squares.			
Horse Speed Spirit	Touch.	Duration: 15 mins	PW: 1
Target has +4 MA.			
Ride Quietly Spirit	Touch.	Duration: 15 mins	PW: 1
Target can make Sneak rolls on horseback.			
Arrow Flight Spirit	Touch.	Duration: 5 mins	PW: 1
Target arrow deals +3 damage and is +3 max.			
Flaming Arrow Spirit	Touch.	Duration: 15 mins	PW: 1
The arrow that the caster is using burst into flames but is undamaged. It deals L2 fire damage separately to its normal damage.			
Glaring Lance Spirit	Range: Touch.	Duration: 5 mins	PW: 2
The lance the character is holding glows with light. It deals double damage to darkness creatures such as trolls.			
Hit Hard Spirit	Range: Touch.	Duration: 5 mins	PW: 2
Target has +4 ST for the duration.			
Shoot Far Spirit	Range: Self.	Duration: 5 mins	PW: 2
Caster reduces adds 2 to the range modifier of his bow.			
Calm Spirit	Range: 20.	Duration: 5 mins.	PW: 3
Target is allowed a resistance roll. If s/he fails s/he may not initiate combat or behave in an aggressive manner. This effect ceases if the target is attacked.			
Healer of Men Spirit	Range: Touch.	Duration: Instant.	PW: 1 or 2
Target human is healed of damage equal to the PW used. The 2-point version also cures light wound inflicted in the last 5 minutes.			
Spirit Defenders	Range: 20.	Duration: 5 mins.	PW: 1
The target has +5 resistance is spirit combat.			
Goat	Range: 20.	Instant	PW: 1
Target is allowed a resistance roll. If s/he fails she must immediately roll 3D Cautious or behave in an aggressive manner initiating combat if possible with the nearest person who could be considered an enemy or rival.			
Great Voice	Range: Self.	Duration: 15 mins.	PW: 1
The character can speak so loudly that even people at the back of a large crowd can hear him clearly.			
Cloudchaser Spirit	Range: 30	Duration: 5 mins.	PW: 2
The target can resist. The target cannot fly.			

Polestar Spirit	Range: Self	Duration: 15 mins.	PW: 2
The caster can see as though looking down on the spot he is standing from any height.			
Starsight Spirit	Range: Self	Duration: 15 mins.	PW: 2
The caster gains night vision.			

## MONOTHEIST RELIGION

Monotheists believe that there is one high God. Beyond this there is little real agreement. Malkoni from the West believe that the one God had one or more prophet beginning with Malkion. Many believe in saints who are nearly perfect worshippers of God. The Carmanians have a dualist religion which follows the high god Idovanus. Monotheists do not usually practice magic. The only monotheist magicians are sorcerers.

### Membership

A character can be a member of only one monotheist religion. Membership requires 10% of the character's income in tithes and 20% of his/her time in attendance at services and holy days.

### Entry Requirements

To become a member of a monotheist religion requires only the time and wealth requirements of membership.

### Virtues

Monotheist religions have virtues which are codes of conduct which must be followed in order to attain a blessing. If a character ever acts contrary to the virtues/he loses all blessings until a suitable penance and set by the religion is carried out taking from a week to 10 years depending on the severity of the transgression. Heroes and superheroes may heroquest to remove some of these restrictions.

### Blessings

Each monotheist religion provides blessings for members who reach standards in terms of virtues, vices and other abilities. These blessings are always active.

### Heroes and Saints

A monotheist character can heroquest to gain special blessings. To do so s/he need only attain the 3<sup>rd</sup> Blessing. Monotheist heroquests are usually in the normal world and success results in a sign from their god that they have been blessed. A character with 3 special blessings will be recognised as a hero and with 6 a saint. A saint can found his/her own order.

## The Atroxic Church

The Atroxic Church is followed in the Black Horse County. It was founded by St Atrox a witness to the murder of Malkion. The church believes in penance as all men are doomed by the murder of Malkion. Pleasures of the flesh, alcohol and colourful clothing are banned. Beards are not worn and hair is cropped to a stubble. Self inflicted torture is practised.

Trait	1 <sup>st</sup> Blessing	2 <sup>nd</sup> Blessing	3 <sup>rd</sup> Blessing	4 <sup>th</sup> Blessing	5 <sup>th</sup> Blessing
Modest	Never exaggerate own abilities.	Always down play own abilities.	Spend 1 hour per day in private prayer.	Spend 2 hours per day in private prayer.	Spend 3 hours per day in private prayer.
Honest	Never lie to a priest of the church.	Never lie to a superior in the church.	Never lie to a member of the church.	Spend 6 hours a week confessing sins and in penance.	Spend 12 hours a week confessing sins and in penance.
Prudent	Give an extra 10% of income to the church.	Save 30% of income for emergencies only.	Wear no jewellery or adornments.	Wear only plain clothes.	Wear only hair shirts and sack-cloth.
Chaste	Only have sexual relations with spouse.	Only have sexual once per week.	Only have sexual relations for procreation.	Never remove clothes.	Celibacy.
Just	Obey church law.	Hunt down heretics and deviants mercilessly.	Apply church law with an even hand and without favour or mercy.	Persuade others to follow church law.	Force others to obey church law.
Loyal (Disadvantage)	No	No	Yes	Yes	Yes
Traditional	1D	2D	3D	4D	5D
Cautious	1D	2D	3D	4D	5D
Courage	1D	2D	3D	4D	5D
Religion	S	VS	VS	EX	MA
Customs	S	VS	VS	EX	MA
Law		S	VS	EX	MA
CH	10	13	16	19	22
ST	10	13	16	19	22

### Blessings

- 1<sup>st</sup> Blessing: +4 resistance rolls against spirits, spirit magic and theist attributes.
- 2<sup>nd</sup> Blessing: additional +2 resistance rolls against spirits, spirit magic and theist attributes. Pain Resistance.
- 3<sup>rd</sup> Blessing: never make a fear roll as a result of wounds or losses. +2 toughness.
- 4<sup>th</sup> Blessing: additional +4 toughness, add +6 to all wound levels.
- 5<sup>th</sup> Blessing: additional +2 resistance rolls against spirits, spirit magic and theist attributes, no penalties from wounds other than mortal wounds, additional +4 toughness, +2 ST.

## Carmanian Dualism

Carmanian Dualists believe that the wise god Idovanus and his followers are in constant conflict with the evil god Genestarus. They believe that the gods are servants of one of these transcendental beings.

Trait	1 <sup>st</sup> Blessing	2 <sup>nd</sup> Blessing	3 <sup>rd</sup> Blessing	4 <sup>th</sup> Blessing	5 <sup>th</sup> Blessing
Honest	Never lie to a Carmanian priest.	Never lie to a anyone with a Carmanian blessing.	Never lie to a Carmanian.	Never lie except to protect Carmania.	Never lie.
Ambitious	Be in the service of a noble.	Be a freeman.	Be a minor noble.	Be a major noble.	Be a vizier.
Practical	Never display sympathy to a non-Carmanian.	Never display sympathy.	Never feel sympathy to a non-Carmanian.	Never feel sympathy.	Never balk from any action for the good of Carmania.
Just	Obey the law.	Report all law breakers.	Hunt down all law breakers.	Apply law fairly.	Apply law to the good of Carmania.
Loyal (Disadvantage)	No	No	Yes	Yes	Yes
Traditional	1D	2D	3D	4D	5D
Cautious	1D	2D	3D	4D	5D
Courage	1D	2D	3D	4D	5D
Religion	S	VS	VS	EX	MA
Customs	S	VS	VS	EX	MA
Law		S	VS	EX	MA
CH	10	13	16	19	22
DX	10	13	16	19	22

### Blessings

- 1<sup>st</sup> Blessing: +4 resistance rolls against spirits, spirit magic and theist attributes.
- 2<sup>nd</sup> Blessing: +4 to make any trait roll.
- 3<sup>rd</sup> Blessing: +8 to make any trait roll in the interest of Carmania and +1 max in all skills.
- 4<sup>th</sup> Blessing: +1 max in sorcery spells, +2 to PW when being opposed when casting sorcery spells. Recover PW at double rate.
- 5<sup>th</sup> blessing: reduce temporary PW cost of all sorcery spells by 1 (min. 0).

## MYSTICAL RELIGION

Mystic religions believe that the physical and magical worlds are transitory and that through discipline and asceticism it is possible to transcend the world and become part of the unchanging and constant universe.

### Membership

A character can be a member of only one mystic religion. Membership requires 50% of his/her time in meditation and training.

#### Entry Requirements

To become a member of a mystic religion requires only the time requirements of membership. The character must be or have been part of a mystic school. Other requirements may be necessary depending on the school.

#### Enlightenment

Each stage of enlightenment provides certain bonuses and may allow certain refutations and counters. To attain an enlightenment requires meeting the requirements for that stage and having acquired all the counters and refutations for the previous stage.

Mystical Power	Bonus
Ignore Pain	Reduces the total adjDX penalties for all wounds by value and add value to resistance against any cause of pain.
Damage	Adds to damage.
Pain	Add value to adjDX penalty for wounds caused.

Toughness	Adds to hits and wounds.
Mental Focus	Bonus to resist spirit possession or any mind-altering magic.
Acceptance	Add this many D to a maximum equal to inclusive to any trait rolls.
Speed	Adds to max with speed skills.
Physical Balance	Add to Max with Jump, Climb, Balance, Acrobatics, Contortions, Sneak, Hide.
Combat Focus	Add to max with melee weapons.

### Masters, Heroes and Superheroes

A character achieving the 4<sup>th</sup> Enlightenment is a master and the 5<sup>th</sup> a greater master. A greater master can heroquest to achieve the 6<sup>th</sup> and 7<sup>th</sup> enlightenments, each with at least two refutations and counters, and thus achieve hero or superhero status.

### Refutations and Counters

Mystics can learn the ability to counter enemy actions or to refute characteristics of the physical world. When an enemy action is countered the enemy can attempt the action again if it has enough actions. A counter does not require an action. A refutation requires a spell casting action. To learn a refutation or counter requires meeting the qualifications and the sacrifice of 1 ST.

## Danfiv Xaron: The Bridge of the Seeker

Danfiv Xaron is a man who became the Lunar God of repentant sinners. He is one of the Seven Mothers and is also known as the Bridge of the Seeker. His cultists run the penitentiaries of the empire where criminals learn to repent their crimes. They also provide the empire's internal security service: the Black Army, the Unspoken Word and the Grim Soldiers of the Imperial Bodyguard.

Other	Danfiv Xaron is subject to the Lunar Cycle. It is possible to join the cult as an alternative to the punishment of the law if a confession and sincere repentance are shown. The 1 <sup>st</sup> to 3 <sup>rd</sup> enlightenments demand total service to the cult. Those of the 0 <sup>th</sup> enlightenment are essentially prisoners called penitents, the 1 <sup>st</sup> are trustees and the 2 <sup>nd</sup> learning to be true cultists. Anyone expelled from the cult for any infraction of their monastic discipline will have any pending criminal sentences carried out on them. Members must wear shackles as a sign of submission to the cult at all times.
Allied Cults	All Lunar religions.

The 0<sup>th</sup> Enlightenment provides no benefits except a monastic cell and plain food.

Trait	1 <sup>st</sup> Enlightenment	2 <sup>nd</sup> Enlightenment	3 <sup>rd</sup> Enlightenment	4 <sup>th</sup> Enlightenment	5 <sup>th</sup> Enlightenment
Inclusive	1D	2D	3D	4D	5D
Cautious	1D	2D	3D	4D	5D
DX	13	15	17	19	21
ST	13	15	17	19	21
IQ		10	12	14	16
Sedenyic Philosophy	S	VS	EX	EX	EX
Xaroni Mysticism	S	VS	EX	EX	EX
Speak New Pelorian	S	VS	VS	VS	EX
Read/Write New Pelorian	S	VS	VS	VS	VS
Mystical Counter		S	VS	EX	MA
Mystical Refutation		S	VS	EX	MA
Ignore Pain	1	2	3	4	5
Damage	0	1	2	2	3
Pain	0	0	1	2	3
Toughness	3	6	9	12	15
Mental Focus	0	0	3	6	9

Counter Magic	Dif Counter	3 <sup>rd</sup> Enlightenment	PW: 1
Counters any spell or attribute aimed at the user. The magic must actually be cast at the character not on, for example, a weapon that hits him/her.			

Refute Needs	Dif Refutation	3 <sup>rd</sup> Enlightenment	PW: 1
Refutes the character's needs for food, drink, sleep, warmth, coolness or comfort for 6 hours.			



Counter Blow	Vdif Counter	4 <sup>th</sup> Enlightenment	PW: 1
Counters any melee attack aimed at the user.			

Refute Concealment	Vdif Refutation	4 <sup>th</sup> Enlightenment	PW: 1
Refutes any attempt by the target to use any stealth or killing skill against the character and allows the character to ignore any concealing magic on the target for 6 hours.			

Counter Spirit	Edif Counter	5 <sup>th</sup> Enlightenment	PW: 1
Counters any spirit attack aimed at the user.			

Refute Falsehood	Edif Refutation	5 <sup>th</sup> Enlightenment	PW: 1
When interrogating a prisoner refutes any attempt at lying, misinformation, misdirection or failure to answer. Prisoner takes 1D damage through armour and must roll 4D Fear to try to avoid telling the truth again.			

### Taratella: Secret Fire of the Goddess

Taratella is a mystical Lunar Sect which tries to draw close to Sedenya through mysticism. Their school provides the Whirling Scimitar Monks.

Other:	Must be Illuminated to attain the 3rd Enlightenment. Allowed the weapon category 2 weapon combo (2 scimitars) –1 attack/-1 Parry.
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Trait	1 <sup>st</sup> Enlightenment	2 <sup>nd</sup> Enlightenment	3 <sup>rd</sup> Enlightenment	4 <sup>th</sup> Enlightenment	5 <sup>th</sup> Enlightenment
Inclusive	1D	2D	3D	4D	5D
Cautious	1D	2D	3D	4D	5D
DX	13+	16+	19+	22+	25+
PW	10+	13+	16+	19+	22+
Sedenyic Philosophy	S	VS	EX	EX	MA
Taratellan Mysticism	S	VS	EX	EX	MA
Speak New Pelorian	S	VS	VS	VS	EX
Read/Write New Pelorian	S	VS	VS	VS	EX
Mystical Counter	S	VS	EX	EX	MA
Mystical Refutation	S	VS	EX	EX	MA
Physical Balance	+1	+1	+2	+2	+3
Speed	+1	+1	+2	+2	+3
Combat Focus (Whirling Blades Max and Parry)	+1	+1	+2	+2	+3
Acceptance	1	2	2	3	3
Mental Focus	1	3	5	7	9

Refute Movement	Avg Refutation	1 <sup>st</sup> Enlightenment	PW: 1
The character remains motionless giving +2 hide max until s/he next chooses to move. Until then the character has perfect balance.			

Counter Parry	Dif Counter	1 <sup>st</sup> Enlightenment	PW: 1
Counters an opposing weapon or shield parry.			

Refute Needs	Dif Refutation	2 <sup>nd</sup> Enlightenment	PW: 1
Refutes the character's needs for food, drink, sleep, warmth, coolness or comfort for 6 hours.			

Counter Dodge	Vdif Counter	2 <sup>nd</sup> Enlightenment	PW: 1
Counters an opposing dodge.			

Reflect Magic	Vdif Counter	3 <sup>rd</sup> Enlightenment	PW: 1
Any spell or attribute aimed at the caster is reflected back at its caster. The magic must actually be cast at the character not on, for example, a weapon that hits him/her.			

Refute Attribute	Vdif Refutation	3 <sup>rd</sup> Enlightenment	PW: 1
Refutes an attribute with a duration cast by a non-Lunar theist.			

Counter Damage	Vdif Counter	4 <sup>th</sup> Enlightenment	PW: 1
Damage suffered by the caster is countered.			

Refute Thought	Vdif Refutation	4 <sup>th</sup> Enlightenment	PW: 2
Target within 10 must resist or have an IQ of 0 for 1 hour per point failed by.			

Return Damage	Edif Counter	5 <sup>th</sup> Enlightenment	PW: 2
Damage suffered by the caster is instead inflicted on the attacker.			

Refute Gravity	Edif Refutation	5 <sup>th</sup> Enlightenment	PW: 2
For the next hour the character can leap an extra 20 squares, land safely from any height and run across anything ignoring terrain penalties and whether they can support his/her weight.			

## SORCERY

Sorcery is a type of magic which calls on the impersonal powers of the universe using words, gestures and ritual.

### Orders and Schools

Sorcerers are members of a particular order or school. An order is a group of sorcerers attached to a religion. If this is a Malkoni religion they are called wizards and wear white robes. Schools are not attached to a religion and the sorcerers may be atheists. A character can only be a member of more than one school if they are allied. Each order will require support in the form of 10% of the member's time and money.

### Grimoires and Spell Books

A Grimoire is a book containing the spells of an order or school. A sorcerer may copy the spells from the grimoire into his or her own spell book. Usually a character must be a member of the order to copy the spells. Sometimes a sorcerer may capture another sorcerer's spell book and try to copy the spells from that but this is difficult as they will be in the sorcerer's personal code. Alternatively if a grimoire can be captured its spells can be copied. If an order has its spells stolen it will usually attempt serious retribution.

### Learning and Casting Spells

Sorcery requires extensive training and study before a character can learn to cast spells. This is assumed to have already been completed for the sorcerer character class. There is also a special ability for sorcery training. Anyone lacking either of these abilities must study using suitable materials (either as an apprentice to a sorcerer or from an extensive library) for 6 years at 1 hour per day (the usual terms for an apprentice), 3 years at 2 hours per day or 1½ years at 4 hours a day. Each spell has a minimum IQ required to cast it and a cost in temporary or permanent PW (permanent PW is followed by a p). Most spells require a ritual to cast but a few are instant and can be cast in combat by making a Sorcery skill roll with a difficult equal to that of the spell. For ritual time refers to the time required for the ritual. For instant spells it is the duration. A character can keep a number of spells in mind equal to his/her IQ.

## The Black Horse Order

This order is open to sorcerers from the Black Horse County who swear allegiance to Ethilrist. It is part of the Atroxist Church and provides the magical support of the Black Horse Troop.

### The Book of Betrayal and Murder

This book contains a number of blessings for the rites of passage in the Atroxist Church and:

Prayer of Perseverance	IQ	8	PW	1	Type	Ritual: Average	Time	2 mins
The caster has one extra action with one named skill. When the extra action is used the spell ends.							Range	Self

### A History of my Black Horse Troop

Axe of Retribution Blessing	IQ	10	PW	3/1 or 3p	Type	Ritual: Dif	Time	30 mins
The target axe is +2 max, +2 damage and counts as enchanted when wielded by a member of the Atroxist Church for 1 day plus 1 day per extra PW or for 3 permanent PW the effect is permanent.							Range	Touch

Armour of the Faithful Blessing	IQ	11	PW	2/1 or 2p	Type	Ritual: Dif	Time	30 mins
The target armour is has a +2/2 enchanted blessing when worn by a member of the Atroxist Church for 1 day plus 1 day per extra PW or for 2 permanent PW the effect is permanent.							Range	Touch

Iron Fang Blessing	IQ	10	PW	3/1 or 3p	Type	Ritual: Dif	Time	30 mins
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The target teeth are +2 max, +2 damage and counts as enchanted if belonging to a member of the Atroxist Church for 1 day plus 1 day per extra PW or for 3 permanent PW the effect is permanent.	Range	Touch
<b>Iron Hoof Blessing</b>   IQ   10   PW   3/1 or 3p   Type   Ritual: Dif	Time	30 mins
The target hooves (or feet) are +2 max, +2 damage and counts as enchanted if belonging to a member of the Atroxist Church for 1 day plus 1 day per extra PW or for 3 permanent PW the effect is permanent.	Range	Touch
<b>Iron Hide Blessing</b>   IQ   11   PW   2/1 or 2p   Type   Ritual: Dif	Time	30 mins
The target skin is has a +2/2 enchanted blessing if it belongs to a member the Atroxist Church for 1 day plus 1 day per extra PW or for 2 permanent PW the effect is permanent.	Range	Touch
<b>Lance of Agony Blessing</b>   IQ   14   PW   4/1 or 4p   Type   Ritual: Vdif	Time	1 hour
The target lance is +2 max, +2 damage, counts as enchanted and puts the target at -4 to all actions for 3 turns if it deals damage through armour when wielded by a member of the Atroxist Church for 1 day plus 1 day per extra PW or for 4 permanent PW the effect is permanent.	Range	Touch
<b>Resist Pagan God Blessing</b>   IQ   17   PW   2/1 or 2p   Type   Ritual: Dif	Time	30 mins
The target has +4 (+1 per 2 IQ of the caster over 13) to resistance roll versus the attributes of Theists for 1 day plus 1 day per PW or for 2 permanent PW the effect is permanent.	Range	Touch
<b>Resist Heathen Spirit Blessing</b>   IQ   15   PW   2/1 or 2p   Type   Ritual: Dif	Time	30 mins
The target has +4 (+1 per 2 IQ of the caster over 13) to resistance roll versus spirits for 1 day plus 1 day per PW or for 2 permanent PW the effect is permanent.	Range	Touch
<b>Sword of Righteousness Blessing</b>   IQ   18   PW   5/1 or 5p   Type   Ritual: Edif	Time	1 hour
The target sword is +2 max, +2 null, +1D damage and counts as enchanted when wielded by a member of the Atroxist Church for 1 day plus 1 day per extra PW or for 5 permanent PW the effect is permanent.	Range	Touch

## Order of Black Iron

This order is open to sorcerers from the Black Horse County who swear allegiance to Ethilrist.. It is part of the Atroxist Church and provides the equipment of the Black Horse Troop.

### The Book of Betrayal and Murder

See above.

### The Book of Black Iron

<b>Craft Hell Metal</b>   IQ   24   PW   2p   Type   Ritual: Adif	Time	5 Days
The target weapon deals an extra 2D damage against any denizen of the Underworld or creature which had its origin their (e.g. trolls).	Range	Touch
<b>Enchant Bronze</b>   IQ   12   PW   1p   Type   Ritual: Dif	Time	6 hours
The target bronze weapon or armour counts as Enchanted.	Range	Touch
<b>Enchant Copper</b>   IQ   15   PW   1p   Type   Ritual: Vdif	Time	6 hours
The target copper weapon or armour counts as Enchanted.	Range	Touch
<b>Enchant Iron</b>   IQ   17   PW   1p   Type   Ritual: Edif	Time	6 hours
The target iron weapon or armour counts as Enchanted.	Range	Touch
<b>Enchant Black Hellfire Weapon</b>   IQ   18   PW   3p   Type   Ritual: Edif	Time	2 days
The target weapon burns with Black Hellfire. It inflicts an additional L2 fire damage (separately) on a hit.	Range	Touch
<b>Enchant Indomitable Shield</b>   IQ   19   PW   3p   Type   Ritual: Edif	Time	3 days
The target shield is +3 pts +1 CV, +2 Parry.	Range	Touch
<b>Enchant Helm of Command</b>   IQ   20   PW   3p   Type   Ritual: Edif	Time	4 days

The target helmet gives the wearer +1D Leadership and +1D strategy and tactics. The wearer can give orders to any of his/her direct subordinates (i.e. on the next level of the chain of command) and have them clearly hear the orders as long as they are within 2 km.	Range	Touch
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Enchant Unconquerable Armour	IQ	19	PW	3p	Type	Ritual: Edif	Time	6 days
The target armour is +3/3.							Range	Touch

Enchant Visor of Terror	IQ	18	PW	2p	Type	Ritual: Vdif	Time	2 days
When the target helmet is worn it causes 3D Fear when first sighted by enemies.							Range	Touch

### The Book of Iron Chastisement

Blinding Pain	IQ	12	PW	2	Type	Instant: Dif	Time	6 turns.
The target is allowed to resist but on failure is at -4 to all actions due to blinding pain.							Range	20

Brand of Lust	IQ	14	PW	1p	Type	Instant: Dif	Time	Until removed.
The target is allowed to resist to avoid being marked with a glowing rune on the forehead which reduces CH by 8 and causes him/her to loose any appearance special abilities the next time s/he engages in sexual relations outside wedlock. If resisted the cost is 1 temporary PW. The brand can be removed by the caster or other member of the order in a 2-hour vdif ritual in which case the caster gets back his 1 PW. The only other way to get rid of it is using other appropriate magic.							Range	10

Burn the Unrighteous	IQ	16	PW	3	Type	Instant: Vdif	Time	Instant
The target is allowed to resist but if s/he fails she takes 1D+1 through armour from magical hell fire. This does not work on a member of the Atroxic Church with at least the 1 <sup>st</sup> Blessing.							Range	20

Mark of Sin	IQ	18	PW	1p	Type	Instant: Vdif	Time	Until removed.
The target is allowed to resist. If the target failed to resist and does not qualify for the 1 <sup>st</sup> Blessing of the Atroxic Church (only qualification is required – not actual membership) s/he is marked with a glowing rune on the forehead which reduces CH by 8 and causes him/her to loose any appearance special abilities. A successfully resisted spell costs 1 temporary PW. The mark can be removed by the caster or other member of the order in a 2 hour vdif ritual which requires the victim to qualify for the 1 <sup>st</sup> Blessing in which case the caster gets back his 1 PW. The only other way to get rid of it is using other appropriate magic.							Range	10

Shrive the Guilty	IQ	12	PW	6	Type	Ritual: Dif	Time	2 hrs per
The target can sacrifice ST to regain its XP cost to be spend on any ability required to gain a blessing of the Atroxic Church.							Range	Touch

## The Order of Damnation

This order is open to sorcerers from the Black Horse County who swear allegiance to Ethilrist.. It is part of the Atroxist Church and provides the magical support with Otherworld entities of the Black Horse Troop.

### The Book of Betrayal and Murder

See above.

### The Book to Lash the Weak

De-nature alcohol	IQ	8	PW	2	Type	Ritual: Avg	Time	2 mins
This target alcoholic beverage of up to 2 gallons is now non-alcoholic.							Range	Ranged

Determine Guilt	IQ	17	PW	5	Type	Ritual: Edif	Time	30 mins
This target member of the Atroxic Church accused of a crime is allowed to resist. If s/he fails her guilt or innocence is determined. On a successful resistance nothing is determined but the court may draw conclusions from the attempt to resist.							Range	Ranged

Encourage Fasting	IQ	12	PW	4 per	Type	Ritual: Vdif	Time	5 mins
The target can survive for a day per 4 PW used without food. S/he suffers all of the pangs of hunger but does not weaken otherwise.							Range	Ranged

Harrow the Soul	IQ	12	PW	6	Type	Ritual: Dif	Time	2 hrs per
This ritual allows the target to sacrifice PW and use its XP cost for any ability required to gain the blessings of the Atroxic Church.							Range	Touch

Purge Sinner	IQ	14	PW	1p	Type	Ritual: Vdif	Time	2 hrs per
Target can spend the XP cost of the caster's PW on any ability required to gain the blessing of the Atroxic Church.							Range	Touch
Remove Lust	IQ	15	PW	3	Type	Ritual: Vdif	Time	10 mins
Target is immune to lust for the next day.							Range	Touch
Repudiate Sin	IQ	16	PW	1-5p	Type	Ritual: Vdif	Time	30 mins
Each time the target acts in a way contrary to a virtue of the Atroxic Church at a level equal to the PW used s/he suffers agonising pain and 1D damage through all defences. The spell can be removed by the caster or other member of the order in a 2 hour vdif ritual which requires the victim to qualify for the 1 <sup>st</sup> Blessing in which case the caster gets back his PW. The only other way to get rid of it is using other appropriate magic.							Range	Touch

### The Book of Ethilrist in Hell

Call Demon Horse	IQ	17	PW	2p	Type	Ritual: Vdif	Time	1 hour
Calls a new Demon Horse from Hell to serve the order.							Range	Touch
Combat God	IQ	15	PW	2/per	Type	Instant: Dif	Time	1 hour
The target has +6 resistance to the attributes of gods and +3/3 armour against attributes which deal damage. The effect last for 1 hour per 2 PW.							Range	Touch
Combat Spirit	IQ	15	PW	2/per	Type	Instant: Dif	Time	1 hour
The target has +6 resistance to spirit spells and spirits and +3/3 armour against spells which deal damage. The effect last for 1 hour per 2 PW.							Range	Touch
Destroy Otherworld Entity	IQ	24	PW	5	Type	Instant: Edif	Time	Instant
The target otherworld entity is allowed a resistance roll. If it fails it is destroyed.							Range	Touch
Exorcism	IQ	16	PW	3	Type	Instant: Vdif	Time	Instant
The target ghost or spirit commanded by a shaman is allowed a resistance roll. If it fails it is returned to the spirit plane.							Range	Touch
Shield the Faithful	IQ	20	PW	8	Type	Ritual: Edif	Time	10 mins
All worshippers of the Atroxic church in the radius of effect get +2 resistance against the attributes of gods, spirit spells or spirits for 2 hours per 8 PW used.							Range	10 sq radius
Travel the Spirit World	IQ	20	PW	2	Type	Ritual: Edif	Time	10 mins
The caster becomes discorporate as though he was a shaman. His body remains comatose and takes 1 damage per hour until his spirit returns.							Range	Self

## The Order of Makabaeus

This order is open to sorcerers who are worshippers of Sedenya. It is subject to the Lunar Cycle.

### The Tome of Bleak Despair

Dissipate Storm Demon	IQ	16	PW	3	Type	Instant: Dif	Time	Instant
Target sylph is allowed a resistance roll. If it fails it is destroyed.							Range	20
Heat Rock	IQ	8	PW	1-5	Type	Instant: Eas+1 level per PW after 1.	Time	Instant
The target rock up to 1 cube is heated up. For 1 PW its is warm, for 2 hot (L1 Fire), for 3 burning (L2 Fire), for 4 red hot (L3 Fire) and for 5 melted (L4 Fire). Each cube after the first also adds 1 PW. The spell requires IQ 8 +2 per PW used after the first.							Range	20
Resist Orlanth	IQ	10	PW	1	Type	Instant: Dif	Time	1 hour
The target has 10/10 armour against storm magic and has +6 resistance versus spells, attributes and spirits associated with storm.							Range	20

Resist Valind	IQ	10	PW	1	Type	Instant: Dif	Time	1 hour
The target is immune to the effects of natural cold, has 10/10 armour against cold attacks and has +6 resistance versus spells, attributes and spirits associated with cold.							Range	20
Shatter Ice Demon	IQ	16	PW	3	Type	Instant: Dif	Time	Instant
Target ice demon or ice elemental is allowed a resistance roll. If it fails it is destroyed.							Range	20
Slow Wind	IQ	15	PW	3	Type	Ritual: Vdif	Time	10 mins.
Within the radius wind is reduced to no more than a gentle breeze for 1 hour per 3 PW. If the wind is magically created a resistance roll versus the caster is required.							Range	100m radius.
Warm Body	IQ	8	PW	1/per	Type	Instant: Avg	Time	Instant
Heals 2 damage per PW as long as damage was caused by cold or air.							Range	Touch

### The Tome of Grim Vengeance

Curse of Catastrophe	IQ	14	PW	2	Type	Instant: Dif	Time	6 turns
The target is allowed to resist. S/he is at -5 to all actions for the durations. The spell may be targeted at multiple targets for 1 extra PW each.							Range	20
Curse of Discord	IQ	16	PW	2	Type	Instant: Vdif	Time	5 mins
The target is allowed to resist. Target stops obeying orders and acts only according to personal self-interest. If a leader tries to force him/her to obey orders s/he will be attacked. The spell may be targeted at multiple targets for 1 extra PW each.							Range	20
Curse of Frail Iron	IQ	18	PW	2	Type	Instant: Edif	Time	5 mins
The target is allowed to resist. If s/he fails any iron which s/he is wearing or using becomes frail. It loses its bonuses and is at -2 to resist any breakage roll.							Range	20
Curse of Impotence	IQ	12	PW	2 or 1p	Type	Instant: Dif	Time	1 hour
The target is allowed to resist. The target becomes impotent for 1 hour per 2 PW. For 1 permanent PW the effect is permanent until removed by the caster or some other suitable magic at which time the caster regains the PW.							Range	20
Curse of Rotted Food	IQ	13	PW	2	Type	Instant: Avg	Time	Instant
The target food up to 1 ton in weight begins to rot.						Range	Ranged	
Suck Soul Strength	IQ	17	PW	3	Type	Instant: Vdif	Time	Instant
The target is allowed to resist. The target loses 1D temporary PW. If reduced to 0 s/he is incapacitated.							Range	20
Tap Hope	IQ	20	PW	3	Type	Instant: Edif	Time	Instant
The target is allowed to resist. The target loses 1D Permanent Courage (if reduced to negative gains cowardly accordingly) and the caster gains 10 temporary PW. This can take temporary PW over normal PW.							Range	20

### The Tome of Humility

Comprehend Rufelza's Love	IQ	16	PW	5	Type	Instant: Dif	Time	Instant
The target is allowed to resist. The target must make a 3D Traditional save or comprehend Rufelza's Love subtracting 1D from Traditional (if this becomes negative gain revolutionary accordingly) and adding 1D to Inclusive permanently. For the next 10 minutes the target will be 2 easier to persuade with something to do with the Lunar Way and -2 to all actions against Lunars. The spell does not work on Lunars.							Range	20
Draw on the Moon	IQ	24	PW	3	Type	Ritual: Adif	Time	2 hours
This ritual can only be accomplished on Full Moon Day. If successful the caster gains 30 temporary PW from the Moon. This can take temporary PW over the usual limit.							Range	-
Ease Suffering	IQ	12	PW	1	Type	Instant: Avg	Time	Instant
The target no longer suffers any penalty from minor or major wounds suffered so far.							Range	20

Enhance Understanding	IQ	20	PW	2	Type	Instant: Dif	Time	10 mins
The targets are allowed to resist. Any attempt to persuade the targets of something from the Lunar Way 2 easier and their saves are 2D harder.							Range	30 square radius
Shrive Pride	IQ	14	PW	2	Type	Ritual: Dif	Time	30 mins
The target Lunar worshipper can sacrifice PW to pay the XP of removing disadvantages (Aggressive, Ambitious, Arbitrary, Hatred, Hidebound, Proud, Socially Unacceptable Hatred, Vengeful) without the extra cost usually required.							Range	Touch
Touch with Joy	IQ	18	PW	2	Type	Instant	Time	1 hour
The target lunar is at +1 to all actions, +2 to resist any non-Lunar magic or spirits and has +1D courage for the duration.							Range	20

## The Order of Malakinus

This order is open to sorcerers who are worshippers of Carmanos.

### Liber Carmanios: The Book Of Carmanos

This contains the basic rituals and blessings of the order.

### Malakinos Carmanios: The Book of White Sorcery

Extinguish Fire	IQ	12	PW	1 per	Type	Instant: Dif	Time	Instant
The target fire of radius up to 1 squares per PW used is extinguished. Fire magic of PW equal to or less than the spell is cancelled.							Range	Ranged
Float in Water	IQ	10	PW	2	Type	Instant: Avg	Time	10 mins
The target object weighing up to 1 ton floats in water.							Range	20
Resist Pagan God Blessing	IQ	13	PW	2/1 or 2p	Type	Ritual: Dif	Time	30 mins
The target has +4 (+1 per 2 IQ over 13 of the caster) to resistance roll versus the attributes of Theists for 1 day plus 1 day per PW or for 2 permanent PW the effect is permanent.							Range	Touch
Turn Away Beast	IQ	13	PW	1	Type	Instant: Avg	Time	10 mins
The target creature of IQ 6 or less must resist or flee the caster until out of sight.							Range	Ranged
Turn Away Spirit	IQ	14	PW	1	Type	Instant: Dif	Time	10 mins
The target spirit must resist or flee the caster until out of sight.							Range	Ranged
Protection	IQ	10	PW	2	Type	Instant; Avg	Time	5 mins
The target has +4/4 magic armour.							Range	Touch

### The Book of Healing

Healing	IQ	10	PW	1/per	Type	Instant: Avg	Time	Instant
The target regains 1 hit per PW used. If wounds were inflicted in the last 5 mins 2 hits cures minor, and 4 major wounds.							Range	Touch
Greater Healing	IQ	16	PW	1/per	Type	Instant: Dif	Time	Instant
The target regains 2 hits per PW used. If wounds were inflicted in the last 5 mins 2 hits cures minor, and 4 major wounds.							Range	Touch
Regeneration	IQ	18	PW	6	Type	Ritual: Vdif	Time	30 mins
The target has any one wound healed.							Range	Touch
Start Breathing	IQ	18	PW	4	Type	Instant: Vdif	Time	Instant
If a target has been killed in the last 3 mins but is now able to live (enough hits, air to breath, poison removed etc) it returns to life.							Range	Touch
Purify Poison	IQ	15	PW	2	Type	Instant: Dif	Time	Instant
The ST of poison effecting target is reduced by 10.							Range	Touch



Heal Poison	IQ	14	PW	3	Type	Ritual: Dif	Time	15 mins
The target regains any STATs damaged by poison.							Range	Touch
Cure Disease	IQ	18	PW	3	Type	Ritual: Vdif	Time	1 hour
The target disease spirit must resist or be banished.							Range	Touch
Heal Disease	IQ	18	PW	3	Type	Ritual: Vdif	Time	1 hour
The target regains 1 point of any STAT damaged by disease.							Range	Touch

## The Order of the Crater Makers

This order is open to sorcerers who are worshippers of Sedenya. It is subject to the Lunar Cycle.

### The Tome of Meteors

Minor Stone Rain	IQ	13	PW	3	Type	Instant: Dif	Time	Instant
Calls a shower of meteorites within a 5 square radius. The meteorite strike arrives 1D/2+2 turns after it is called. All targets in the radius (avoid rolls are possible) are hit on a roll of 1-5 on 1D. The meteorites inflict L3 Physical damage.							Range	100
Meteor Bolt	IQ	14	PW	2	Type	Instant: Dif	Time	Instant
Calls a meteor at the target. After a 1D/2+2 turn delay the bolt strikes the location where the target is standing inflicting L3 Physical on everything within 1 square.							Range	50
Meteorite Strike	IQ	16	PW	5	Type	Instant: Vdif	Time	Instant
Calls a meteorite to strike a target square. The meteorite hits D-1 squares away from the target square in a random direction 1D/2+2 turns after it is called. Anything within 1 square of the point of impact takes L8 Physical and L4 Fire and anything within 3 squares takes L3 Physical and L3 Fire. Avoid rolls are possible.							Range	150
Greater Stone Rain	IQ	18	PW	6	Type	Instant: Vdif	Time	Instant
Calls a shower of meteorites within a 10 square radius. The meteorite strike arrives 1D/2+2 turns after it is called. All targets in the radius (avoid rolls are possible) is hit on a roll of 1-5 on 1D. The meteorites inflict L3 Physical damage.							Range	150
Greater Meteorite Strike	IQ	22	PW	10	Type	Instant: Edif	Time	Instant
Calls a meteorite to strike a target square. The meteorite hits D-1 squares away from the target square in a random direction 1D/2+2 turns after it is called. Anything within 3 square of the point of impact takes L10 Physical and L5 Fire damage and anything within 6 squares takes L4 Physical and L3 Fire damage and anyone within 10 squares takes L2 Fire damage. Avoid rolls are possible.							Range	200

### The Tome of the Red Moon

Crimson Glow	IQ	12	PW	2	Type	Instant: Dif	Time	1 hour
The caster is surrounded in a glow of lunar light. The spell adds to the caster's resistance to non-Lunar spells and spirits: +0 on dead or dying day, +4 on crescent, +8 on half and +12 on full.							Range	Self
Red Light	IQ	13	PW	2	Type	Ritual: Dif	Time	5 mins
A radius of 100 squares is illuminated with red light in which lunar cultists can see as though it were daylight. Can only be used when the moon is full or half.							Range	100
Crimson Madness	IQ	15	PW	2	Type	Instant: Dif	Time	Instant
Target must resist or fall to the floor in a catatonic state for a number of turns equal to the amount failed by. Only works under the light of the red moon and not on dying or black days.							Range	100
Tap Moon	IQ	16	PW	3	Type	Instant: Vdif	Time	Instant
This spell can be cast once per day. On dead or dying day the caster gains D/2 temporary PW, on a crescent moon D temporary PW, on a half moon 2D temporary PW and on a full moon 3D temporary PW.							Range	-

Lunar Observer	IQ	18	PW	2	Type	Ritual: Vdif	Time	10 mins
The caster can look down on the target location as though hovering above it. This spell can be used to target meteorites.							Range	500

Lunar Ray	IQ	18	PW	3	Type	Instant: Vdif	Time	Instant
Target must make an edif Avoid or take L3 Lunar damage. Only works under the light of the red moon and not on dying or black days.							Range	100

## GROUPS

Most individuals act collectively as part of a group. These groups come in several powers and sizes but each must have a leader. The leader of a group will be selected in various ways but some decisive characteristics are:

- Social class (noble).
- Military rank
- Religious rank
- Charisma
- Leadership skill.

Higher level groups must have a guardian entity (see section on Guardian Entities). Player characters and their followers can form groups as follows.

Group	Members	Leader	Guardian Entity
Informal	Any	Any	No
Vexilla or Heroband	30-500	Runemaster	Vexilla or Clan Wyrter
Greater Heroband or Herocult	50-3000	Hero	Lares or Tribal Wyrter
Superhero Cult	100-5000	Superhero	Superhero

A group cannot contain more than one superhero or two heroes (for some reason heroes often come in pairs or are associated with a superhero).

## GUARDIAN ENTITIES

Guardian entities such as wyrter, lares, river gods and city gods have a number of effects or powers:

- Where magic is cast collectively at the guarded thing e.g. at a regimental in battle or a city it must overcome the PW of the guardian entity rather than each individual within it as long as the individual has a lower PW.
- Certain guardian entities will often have particular powers.

Name	Guarded	Powers
Lesser Dryad	Grove	Manifest a physicals body (see Creatures and Treasures).
Greater Dryad	Forest Region	Manifest a physicals body (see Creatures and Treasures).
Shanassee Tree	Forest	Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the size of the forest.
Vexilla	Vexilla (standard)	Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the importance of the vexilla.
Lares	Lares (standard)	Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the importance of the regiment.
Clan Wyrter	The land of a clan or the standard of the clan's warband or that of a heroband.	Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the importance of the clan or heroband.
Tribal Wyrter	The standard of the tribe's warband or that of a greater heroband.	Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the importance of the clan or heroband or tribe.
City	City God	Manifest to defend city. Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the importance of the city.

Superhero	Cult	The cults guardian entity is absorbed into the superhero's aspect and the superhero is manifest to aid the cult. Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the heroquests of the superhero.
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Special attributes are unique to the regiment or heroband. They are activated by the guardian entity and the PW comes from it.

#### Awareness Attributes:

Detect (Named Thing)	Range: 100m from edge of guarded area.	Duration: Instant.	PW: 1
Detects the direction and distance to each of the named things. Examples include Dara Happan Soldiers, Chaos Creatures, Ambushers, Uz.			

Grant (Perception Ability)	Range: guarded area	Duration: 1hour.	PW: 2
Members have the listed special perception ability e.g. See Through Fog, Acute Hearing, See Though Trees. They have +3 perception in the listed circumstance.			

#### Defence Attributes:

Resist (named thing)	Range: guarded area.	Duration: 1 hour	PW: 4
Members have +6 to resist named thing e.g. Spells, Spirits, Poison, Knockback.			

Distraction (named skill)	Range: guarded area.	Duration: 1 hour	PW: 4
Enemies are at -2 to use listed skill class against the members e.g. Perception, Missile Weapon, Thrown Weapon, Animal.			

Armour Against (named thing)	Range: guarded area.	Duration: 1 hour	PW: 4
Members have +2/2 armour vs Solid or +8/8 against another damage type.			

Blast (named thing)	Range: guarded area.	Duration: 1 hour	PW: 4
Named thing attacking the members must resist or loose 1D PW the first time it attacks.			

#### Blessing Attributes:

Curse Enemy (STAT, Trait, Skill, Damage)	Range: guarded area.	Duration: 1 hour	PW: 4
Enemy can resist. Enemies suffer -1 max on listed skill, -1D on a Trait, -4 on a STAT or -2 damage.			

Increase (STAT, Trait, Skill)	Range: guarded area.	Duration: 1 hour	PW: 4
Members gain +1 max on listed skill, +1D on a Trait, +4 on a STAT or +2 damage.			

Move (Terrain)	Range: guarded area.	Duration: 1 hour	PW: 4
Members get the ability to move over listed terrain with no penalty.			

### Gaining a Guardian Entity

If the characters intend to form a heroband or vexillation they will need to gain a guardian entity. It is a heroquest to gain such a being and may involve a number of quests to add each attribute to the entity.

### Example Guardian Entities

Name	Protects/Type	PW	Attributes
Golden Lion	Lasadag Lions Lares	30	Grant See Through Vegetation, Distract Perception, Increase Hide, Increase Courage, Increase Sneak.
Natha's Eye	Natha the Edge Magical College Lares	32	Detect Spirits, Detect Spells, Resist Spells, Resist Spirits, Increase Solid Armour, Curse Caution.
Three Stone Staff	Thunder Delta Slingers Lares	30	Grant See Far, Armour Against Missiles, Damage with Sling, Curse Courage.
Silver Seeker	Silverflames Lares	30	Detect Ambushers, Blast Spirit, Blast Enemy Spellcaster, Damage with Scimitar.
Blackcloud	Storm Ram's Wyrter	28	Grant Vision in Darkness, Grant Vision in Storm, Distract Perception, Increase PW.

Arrowstone Banner	Arrowstone Cavalry Lares	30	Grant Scan for Gap in Enemy Line, Resistance to Water, Move Over Water, Damage Bow.
Beryl Penates	Beryl Phalanx Lares	34	Detect Enemy Officers, Resist Electricity, Resist Air, Resist Storm Magic, Increase Strength, Increase Balance.
Emerald Hawk	Scorching Sword Lares	30	Ddetect Ambushers, Distract Missiles, Increase MA, Increase DX.
Six-Fold Magnificence of the Dawning Sun	Yelamatio Mercenaries' Lares	30	Detect Chaos, Resist Knockback, Increase Strength, Damage Pike, Increase Hits.

#### Focus of Guardian Entities

The focus of a guardian entity is the leader of the protected group and s/he commands the entities actions. Usually if the leader is killed one of his/her associates can take over the role but not an outsider.