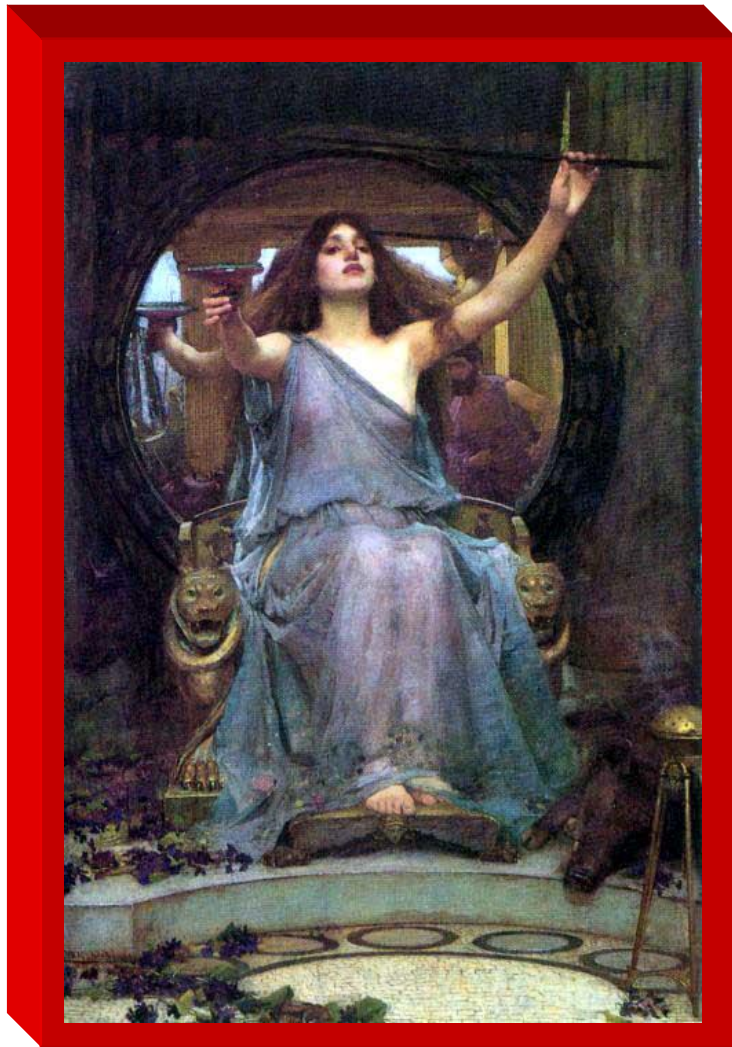


# Glorantha: Magic and Religion



By D. McLaughlin

Glorantha Rulebook 2

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## RELIGION

Religions come in four types: Theist, Animist, Mystical and Monotheist. The following section describes religions which may be encountered in campaigns based in and around the Lunar Empire. Religions which could be used by player characters or NPCs engaged in conflict with PCs are included in full. Most religions of the west, south and east are not mentioned, as no one will meet their members.

## Magic and Power

Some magic requires the use of temporary PW. Temporary PW is regained at 1/10 of total PW per hour rounded up. Some magic allows resistance.

This means the caster makes a PW skill roll against the target resisted by the target's PW. This always uses the full PW STAT not temporary PW in both cases.

## Example Power Levels

The following PW levels are typical of creatures, spirits and gods. As each region is associated with an entity regions have the same kind of powers. Also celestial regiments have *lares* usually in their standards which are protective deities. A minor example is a vexilla of a smaller unit. A *wyrter* is the protective deity of an Orlanthei clan *tula* or a hero band which is the equivalent of a regiment.

Type	PW
A typical creature or spirit	10
An initiate	12
A neophyte	15
A runelord	20
A runemaster, the lesser dryad of a grove or the guardian daemon of a well, vexilla or heroband.	25
A greater runemaster, a regional spirit such as a dryad, the guardian of a pool or stream, wyrter of a clan or the lares of a regiment.	35
A hero, demigod or minor god. The guardian of a minor city, lake, river or a forest.	50
A superhero or lesser god.	100
A greater god.	200

## The Lunar Cycle

Some cults, their members and certain beings are subject to the Lunar Cycle. This means that under the Full Moon they are treated as though their PW was x 1.5 its normal value, under the Full or Empty Half their PW is normal, at Crescent Come or Crescent Go their PW is ½ normal and at Dark or Dying it is 1/3 normal. Their PW changes at midnight on each day. Current temporary PW is not affected but cannot exceed normal PW except under the full moon. Within the Glowline the moon is always full.

e.g. Janarius has 14 permanent and temporary PW. At midnight at the start of Full Moon Day his PW is raised to 21 but his temporary PW is still 14. When he gets up 7 hours later he is up to his full 21 PW (he would regain 3 PW and hour). At midnight he is down to 15 temporary PW and as Empty Half Day begins his PW drops to 14 and his temporary PW drops to 14 (can't exceed normal PW of 14 except on Full Mon Day). At midnight he still 14 temporary PW but as Crescent Go begins his permanent PW drops to 7. His temporary PW is still 14.

## THEIST RELIGION

Theist worship is of a god or goddess. To be a member of a theist religion requires sacrifice. The sacrifices are:

1. The sacrifice of time.
2. The sacrifice of wealth.
3. The sacrifice of power.
4. The sacrifice of being.

## Aspect

The Aspect of a cult describes its broad fields of power and shows how they are used by the majority of worshippers who are known as Initiates. Each cult has a beginning Initiate Aspect and 5 further Aspects which can be held by Initiates and Devotees (a higher level of membership). Each Aspect has its own requirements of traits, stats, skills and advantages. The usual names of the 6 Aspects are:

1. Initiate
2. Neophyte
3. Intendant
4. Acolyte
5. Runelord
6. Runemaster

Religions are divided into 3 classes: Greater, Lesser or Minor. More powerful religions grant greater benefits but have harder entry requirements. A character who meets the requirements may sacrifice 1 permanent PW to attain the aspect (the 1 PW sacrifice for becoming an Initiate is not in addition to the 1 PW for the Initiate Aspect). This is the sacrifice of power. The character is then able to take on the aspect. This is the sacrifice of being.

Religion Level	Minor	Lesser	Greater
Initiate	1 STAT 11+ 1 Skill at 2	1 STAT 12+ 1 Trait at 2 2 Skills at 2	1 STAT 13+ 1 Trait at 2 2 Skills at 2
1 <sup>st</sup> Aspect	2 STATs 13+ 1 Trait at 2 1 Skill at 2 1 Skills at 4	2 STATs 14+ 1 Trait at 4 2 Skills at 2 2 Skills at 4	2 STATs 15+ 1 Trait at 4 2 Skills at 2 2 Skills at 4
2 <sup>nd</sup> Aspect	2 STATs 15+ 1 Trait at 2 2 Skills at 4 1 Skill at 6 Academic 1	2 STATs 16+ 1 Trait at 4 2 Skills at 4 2 Skill at 6 Academic 1	2 STATs 17+ 1 Trait at 6 2 Skills at 4 2 Skill at 6 Academic 1
3 <sup>rd</sup> Aspect	2 STATs 17/2+ 1 Trait at 4 2 Skills at 6 1 Skill at 8 Religion 4 Magic 1	2 STATs 18/2+ 1 Trait at 6 2 Skills at 6 2 Skills at 8 Religion 4 Magic 1	2 STATs 21/2+ 1 Trait at 8 2 Skills at 6 2 Skills at 8 Religion 4 Magic 1
4 <sup>th</sup> Aspect	2 STATs 20/3+ 1 Trait at 6 2 Skills at 6 1 Skill at 8 Religion 6 Rituals 4	2 STATs 22/3+ 1 Trait at 8 2 Skill at 6 2 Skills at 8 Religion 6 Rituals 4	2 STATs 24/3+ 1 Trait at 10 2 Skills at 6 2 Skills at 8 Religion 6 Rituals 4
5 <sup>th</sup> Aspect	2 STATs 22/3+ 1 Trait at 10 3 Skill at 8 Religion 8 Rituals 6	2 STATs 24/3+ 1 Trait at 12 4 Skills at 8 Religion 8 Rituals 6	2 STATs 26/3+ 1 Trait at 14 4 Skills at 8 Religion 8 Rituals 6

### Taking on an Aspect

A character who takes on an aspect becomes like a mirror of the god or goddess. The character gains some powers which are a reflection of the deities powers, looks a little more like the deity and has the power of the deity about them. A character takes on an aspect when undertaking significant tasks but it requires no actual cost in PW or actions. Observers can see when a character has taken on as aspect by changes in his/her appearance.

### Communal Membership

A character is usually considered a communal worshipper of his/her pantheon. This allows him to attend the ceremonies of the gods of the pantheon as demanded by the traditions of his/her people.



## MEMBERSHIP OF THEIST CULTS

### Initiate Membership

A character may choose to become an initiate of any number of theist religions as long as none are from different pantheons. Each religion will require 10% of the character's time in holy day worship (the sacrifice of time) and 10% of his/her income in tithes (the sacrifice of wealth). Each religion is known as a cult. An initiate benefits from the Aspect of the cult.

#### Entry Requirements

To become an initiate a character must meet the requirements in traits, skills, stats and advantages of the Initiate Aspect of the cult. A character who ceases to meet the requirements for Initiation as a result of changes in anything except stats will be cut off from the cult (excommunicated) until the requirements are met again. The character must sacrifice 1 permanent PW to become an Initiate.

### Devotee Membership

A character can become a devotee of one cult within his/her pantheon. This cult will require 30% of his/her time and income. A devotee benefits from the Aspect of the cult but can also wield Attributes.

#### Entry Requirements

To become a devotee the character must have attained at least the requirements 1<sup>st</sup> Aspect of the cult. The character must sacrifice 1 permanent PW to become a devotee (this is in addition to any cost to join the aspect).

### Disadvantages for Cults

Where a cult has a disadvantage the character gains the disadvantage on joining the cult as an Initiate. If a character joining a religion already has the disadvantage s/he must pay XP equal to the value of the disadvantage to join.

### Wielding an Attribute

Each aspect of a deity after the Initiate Aspect has one or more attributes. A character may sacrifice 1 permanent PW or pay 10 XP to be able to wield a particular attribute. This attribute can then be used but will require PW to activate. Attributes do not require a roll to use successfully unless a magical ritual is involved in which case the difficulty of the ritual is listed. Some attributes are chaotic and produce Chaotic Madness. They are marked with the symbol:



### Allied Daemons

Lesser and Greater cults give high-ranking devotees allied daemons. These are minor followers of the god which inhabit an item or creature (they are therefore embodied within it). They can see magic and report to the worshipper on magical events. They also have PW which the character can use to fuel attributes. A ally can also take actions to activate the caster's attributes (i.e. it acts as though it has the same attributes as the character). Both the character and the ally can use any attribute targeted at Self on the other. An ally starts with IQ 10 and PW 12 but this can be increased with experience. An ally is gained on achieving the 4<sup>th</sup> aspect.

### Heroquesting

In a heroquest a character travels to the Godplane or performs a feat of such heroism in the real world that it is recognised by the gods. There are three main types of heroquest:

#### Mythical Re-enactment

The worshipper re-enacts some of the deeds of his/her deity in a temple or holy place and is then transported to the Godplane to witness these deeds in person. This type of heroquest occurs on holy days and also is the way that attributes and aspects are gained. Such a heroquest is well known and almost invariably successful. It can only be stopped by the intervention of the worshippers of other gods.

### Heroic Re-enactment

Starting from a temple or holy place the character travels to the Godplane and personally re-enacts some of the deeds of the god or hero. This character travels through the Godplane meeting a variety of challenges which test his/her abilities to the limit. An unsuccessful character will be physically and spiritually weakened. A successful character will gain special attributes of the hero or the god.

### The Hero's Quest

A true Hero's Quest is only for the most powerful characters. Beginning from a special location which provides a path into the Godplane the character meets challenges which alter the nature of the Godplane itself. These quests are unique. The character develops an aspect of his or her own and learns to wield attributes to become a hero – a person with almost divine powers. Some actions on the real plane are so important they are recognised as such a quest.

### Hero and Superhero Aspect and Attributes

To become a hero a character builds up a unique set of bonuses, the equivalent of the 6<sup>th</sup> Aspect, and a set of attributes to go with them more powerful than 5<sup>th</sup> aspect attributes. A character who completes the bonuses of the 6<sup>th</sup> Aspect and has 3 attributes to go with it will be recognised as a hero. A hero may build up a more powerful set of bonuses, the equivalent of the 7<sup>th</sup> Aspect and an equivalent set of attributes. When this aspect is complete and the character has 3 attributes to match the character is recognised as a superhero. A hero can have a hero cult which will be associated with the hero's own cult but grants weakened versions of the hero's attributes. A superhero is like a god and can have a cult and worshippers. The cult will initially be Minor and will grant weaker versions of the superhero's aspects and attributes to worshippers.

### Bonuses Produced by Aspects

Each religion has bonuses gained when a member takes on an aspect. The bonus level is equivalent to the aspect number. More powerful religions provide more bonuses. A minor religion provides 3 bonuses, a lesser 4 and a greater 5. Usually a religion with disadvantages has an extra bonus for each disadvantage. If a character is a member of multiple religions they can only gain each bonus once. Possible bonuses are:

Bonus	Initiate	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	Effect/Level
All Skilled	+1	+2	+3	+4	+5	+6	+7	+8	Added to level with all skills. Does not stack with any other skill bonus.
All Traits	+1	+2	+3	+4	+5	+6	+7	+8	Added to value of all traits.
Bonus Lunar Cycle	+2	+4	+6	+8	+10	+12	+14	+16	Minimum PW when influenced by the negative aspects of the lunar cycle is increased by level.
Charge MA	+2	+3	+4	+5	+6	+7	+8	+9	Bonus to MA when charging.
Damage (Weapon)	+2	+3	+4	+5	+6	+7	+8	+9	Damage with listed weapon type.
Damage Reduction (Type)	x ½	x 1/3	x ¼	x 1/5	x 1/6	x 1/8	x 1/10	x 1/20	Damage through armour of type is multiplied by level (round up).
Disease Resistance	+2	+4	+6	+8	+10	+12	+14	+16	Bonus to resist disease spirit possession and to resist the effects of such possession.
Enchanted Armour	+2	+3	+4	+5	+6	+7	+8	+9	Enchanted Armour. Only magic can null this.
Extra Actions (Skill)	0	0	1	1	2	2	3	3	When using the listed skill the character has this many extra actions.
Fear	0	0	1	1	2	3	4	5	Character causes Fear. Fear checks are made this number of levels more difficult and if no

									check would normally be required the basic check is Average plus this.
Flee	+2	+3	+4	+5	+6	+7	+8	+9	Bonus to MA when fleeing.
Healing Rate	x 2	x 3	x 4	x 5	x 6	x 7	x 8	x 9	Recovery of hits and wounds.
Increased PW Recovery	+1	+2	+3	+4	+5	+6	+7	+8	PW recovered per hour.
Jump	+2	+4	+6	+8	+10	+12	+14	+16	Added to jump distance.
Knockback Resistance	3	6	9	12	15	18	21	24	Increased damage required for knockback.
Magical Penetration	2	4	6	8	10	12	14	16	When using magic with a resistance this bonus to success.
Magical Resistance	+2	+4	+6	+8	+10	+12	+14	+16	When resisting magic this penalty to opponent's success.
Magical Resistance (Except Type)	+3	+5	+7	+9	+11	+13	+15	+18	When resisting magic except this type this penalty to opponent's success.
Magical Resistance (Type)	+4	+6	+8	+10	+12	+14	+16	+19	When resisting magic of this type this penalty to opponent's success.
Moral Boosting	+1	+2	+3	+4	+5	+6	+7	+8	Friends within 20 get this bonus to Fear checks. Each receives only the best such bonus.
Move in No Armour	+1	+2	+3	+4	+5	+6	+7	+8	MA bonus in no armour.
Null (Weapon)	+2	+3	+4	+5	+6	+7	+8	+9	Bonus to null with weapon.
Penalty Reduction	1	2	3	4	5	6	7	8	When at a penalty to a skill produced by circumstances reduce the penalty by level.
Poison Resistance	+3	+6	+9	+12	+15	+18	+21	+24	Bonus to resist poison.
Pursue	+2	+3	+4	+5	+6	+7	+8	+9	Bonus to MA when pursuing.
Regeneration	8 weeks	4 weeks	2 weeks	1 week	1 day	1 hour	1 min	1 turn	Mortal wounds don't kill character and recover in listed time.
Return From Death	+4	+8	+12	+16	+20	+24	+28	+32	Extra hits before death or dying.
Sense (Type)	1	3	5	7	9	11	13	15	Makes perception rolls with sense at this skill.
Skill	+2	+3	+4	+5	+6	+7	+8	+9	Max with listed skill.
Tough Skin	+3	+4	+5	+6	+7	+8	+9	+10	Mundane armour.
Toughness	+2	+4	+6	+8	+10	+12	+14	+16	Increase the TO STAT.
Trait Bonus	+2	+4	+6	+8	+10	+12	+14	+16	Added to the listed trait.
Trait Defence	Eas	Av	Dif	VDif	EDif	ADif	Hero	Impos	Trait roll required to first attack character. If failed cannot try again for turns failed by.
Unrelated Skill Bonus	+2	+3	+4	+5	+6	+7	+8	+9	When preparing to attempt a skill roll the character can make a roll on the listed skill at the same difficulty. This takes the same time as the target skill. If successful he character receives this bonus on the next skill use.

## Annilla: The Blue Moon Goddess

Annilla is the Goddess of the Blue Moon, Secrets, Invisibility and Tides.

Pantheon	Darkness, Lunar
Power:	Lesser
STATs	IQ, PW.
Trait	Cunning,
Skills:	Sneak, Silent Kill, Astronomy, Balance.
Advantages and Other Requirements	Must never reveal anything about the cult to outsiders.
Disadvantages:	None
Bonuses:	Skill (Stealth), Skill (Killing), Return from Death, Damage (Any from Ambush).

### The First Aspect

Secret Moon	Range: Self	Duration: 1 hour	PW: 1
Character has +8 to resist detection, divination, truth or mind control magic or spirits. The character can resist even if the magic does not normally allow resistance.			

Invisible Light	Range: 10 radius	Duration: 1 hour	PW: 1
The radius is illuminated by a faint blue glow. Annilla worshippers can see normally by this light but it provides no benefit to others.			

### The Second Aspect

Cloud Mind	Range: 20	Duration: 15 mins	PW: 2
Target can resist. Target becomes confused. It has -5 Cunning and needs to make an average save on IQ to be able to make any decision for itself, to remember what it is supposed to be doing or to remember whose orders it is supposed to be obeying.			

See Magic	Range: Self	Duration: 1 hour	PW: 1
Caster can see a blue glow around anything magical or any active magic. The strength of the glow is proportional to the strength of the magic – this allows the caster to judge how much PW the magic used.			

Wraithmove	Range: Self	Duration: 15 mins	PW: 1
Caster can make a full move whilst sneaking.			

### The Third Aspect

Weaken Weapon	Range: 20	Duration: 15 mins	PW: 1
Target weapon has -2 to all breakage rolls and counts as a grade weaker. If it is being held the target can resist			

Speak Silently	Range: 100	Duration: 1 hour	PW: 1
Caster can speak to any target in range but no one else will be able to hear.			

Slow	Range: 20	Duration: 15 mins	PW: 2
Target can resist. Target has ½ MA (min 1) and 1 less action with any STAT (min 1).			

Object Vanishes	Range: 30	Duration: Instant	PW: 2
Target object that could be held in one hand vanishes and reappears in caster's hand. If the object was on someone's person they can resist.			

Listen	Range: 5 km	Duration: 15 mins	PW: 1
In a 2 hour vdfif ritual caster can listen from any point within range as though present. As this is in effect a magical projection the viewpoint can be detected by magic and the caster is vulnerable to magic or spirit attacks on the point.			

### The Fourth Aspect

Extinguish Fire	Range: 20	Duration: Instant	PW: var
Target fire of size in squares equal to PW is put out. Fire magic is cancelled if PW used equals its PW.			

Invisibility	Range: Self	Duration: 15 mins	PW: 3
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Caster cannot be seen with day or night vision until s/he attacks or takes another similar dramatic action.
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Divination	Range: -	Duration: Instant	PW: 3
In a 3-hour vdfif ritual the caster gains one piece of information at random.			

Absorb Spell	Range: Self	Duration: 1 hour	PW: var
If any spell or attribute is used on the caster that has less PW than that used in the attribute the spell fails and the caster adds the temporary PW to his/her own. If the spell the same PW the attacking spell is treated normally and if more it also cancels the absorb attribute.			

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

Assassin Blow	Range: 20	Duration: Instant	PW: 2
Target must resist or suffer L1 lunar damage. If the attribute is used from ambush the damage is L3.			

Hide Fact	Range: 20	Duration: Instant	PW: 2
Target must resist or forget one specific fact or event chosen by the caster.			

Dispel Magic	Range: 10	Duration: Instant	PW: var
If PW used equals or exceeds that of target magic it is cancelled.			

### The Fifth Aspect

Tides	Range: 20	Duration: Instant	PW: 2
The target can resist or take L2 physical and fall down.			

See Far	Range: 5 km	Duration: 15 mins	PW: 1
In an 2-hour vdfif ritual caster can look out from any point within range as though present. As this is in effect a magical projection the viewpoint can be detected by magic and the caster is vulnerable to magic or spirit attacks on the point.			

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

## Aronius Jaranthir: the Red Knight

Aronius Jaranthir is the ideal Carmanian Hazar who was converted to the Lunar Way.

Pantheon:	Lunar, Carmanian
Power:	Lesser.
STATs	BD, CH
Trait	Courage.
Skills:	Lance, Riding, Tactics, Cut and Thrust Sword
Advantages and Other Requirements	Must be of the noble karmanoi or hazar castes.
Disadvantages:	Loyal.
Bonuses:	Skill (Ride), Damage (Lance), Magical Resistance (Spirits and Spirit Magic), Pursue and Charge (Mounted), Enchanted Armour.

### The First Aspect

Steady Lance	Range: Self	Duration: 1 hour	PW: 1
Any riding skill check as a result of making a lance charge or attack is 2 levels easier.			

Arrow Armour	Range: Self	Duration: 15 mins	PW: 2
Caster and his mount have +4 armour against arrows.			

Endure Hardship	Range: Self	Duration: 1 hour	PW: 1
Caster has +6 hits, reduces the penalty from wounds by 1 and can resist fatigue three times better than normal.			

### The Second Aspect

Suppress Peasant	Range: 30	Duration: 15 mins	PW: 1
Target can resist. Target who does not have the noble advantage and is not a member of a Lunar cult cannot attack the caster unless attacked first.			

Fell Sword	Range: Self	Duration: 15 mins	PW: 3
Caster's sword has +4 null and reduces the minimum resistance of armour by 1.			

Fearless Mount	Range: Self	Duration: 1 hour	PW: 1
Caster's mount is immune to fear.			

### The Third Aspect

Slow Pentan	Range: 100	Duration: 15 mins	PW: 1
Target can resist. Target Pentan and any horse s/he rides has ½ MA.			

Charge	Range: Self	Duration: Instant	PW: 1 per
Caster or caster's mount charges or pursues 2 squares further than normal per PW used. Can be used for no actions as part of a charge or pursuit move.			

### The Fourth Aspect

Command Loyalty of Hazar	Range: 50	Duration: 12 hours	PW: 1
Target can resist. Target hazar counts as having the Loyal disadvantage when dealing with the caster.			

Cunning Stratagem	Range: Self	Duration: 1 hour	PW: 1
Caster has +2 in Strategy and Tactics.			

Lead Battle	Range: Self	Duration: 1 hour	PW: 1
Caster has +2 Leadership and Tactics.			

### The Fifth Aspect

Command Vizier	Range: 50	Duration: 1 hour	PW: 1
Target can resist. Target vizier must obey any orders of the caster which are in the interests of the empire.			

Strike Hero	Range: Self	Duration: 1 hour	PW: 2
When attacking a Hero or Super Hero caster has +3 damage, +3 Skill, +3 armour, +3 null and puts heroes and super heroes at -3 to hit him.			

Wise as an Egi	Range: Self	Duration: 1 hour	PW: 1
Caster has +3 to Academic and Social skills.			

Reincarnation	Range: Self	Duration: Always On	PW: 0
If the character is killed outright but without their spirit being captured or dismembered he will be reborn as a child in his bloodline. The character retains all skills, traits and magical abilities but not stats so will have to grow up before he will be able to use his powers. Nevertheless he is likely to be very powerful at an amazingly young age.			

## Asrelia and Ty Kora Tek: Goddess of Wealth and the Dead

Asrelia is the goddess is the god of wealth under the earth and Ty Kora Tek is the keeper of all good things. They are the goddesses of old women, those who prepare corpses for burial and the guardians of stores. They are worshipped by Storm and Earth Pantheons.

Pantheon	Earth
Power:	Lesser.
STATs	IQ, CH.
Trait	Cunning.
Skills:	Customs, Search, Spirits, Hide Item.
Advantages and Other Requirements	Must be female.
Disadvantages:	None.
Bonuses:	Skill (Customs), Skill (Perception), Skill (Stealth), Extra Actions (Search)

### The First Aspect

Bury the Dead	Range: Touch	Duration: Permanent	PW: 1
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In a 12 hour dif ritual buries a corpse so that it cannot be raised as an undead or captured as a spirit regardless of the religion it was a member of.
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See Spirits	Range: 30	Duration: 15 mins	PW: 1
Caster can see disembodied spirits.			

Handle Corpse Safely	Range: Self	Duration: 1 hour	PW: 1
Caster can handle a corpse with no risk of being attacked by any spirits it contains including possessions such as diseases.			

### The Second Aspect

Fight Ghost	Range: 30	Duration: Instant	PW: 1
Target ghost or spirit must resist or have 1D PW drained.			

Sense Ghost	Range: 15 by 15	Duration: 1 season	PW: 6
In a 10-hour dif ritual the caster places 4 staves carved in the likeness of the goddesses in the corners of the area. Any ghost or spirit which crosses the boundary will immediately alert the caster and any people in the area.			

### The Third Aspect

Find Hidden Object	Range: 30	Duration: Instant	PW: 1
The caster can detect any object which has been hidden by magic.			

Hide Wealth	Range: Touch	Duration: 1 year or until moved	PW: 4
In a 5-minute dif ritual the caster hides one object up to the size of a casket or bag. This object cannot be found by conventional (non-magical) means.			

### The Fourth Aspect

Call Lost Souls	Range: 50	Duration: Instant	PW: 1
Any captured spirits within range are released unless their owner can resist. This included Thanatar heads and bound spirits of animists.			

Account for Wealth	Range: Touch	Duration: 1 hour	PW: 3
The caster can use magical ritual skill as though it were mathematics and writing (using coded signs) to keep accounts.			

Stop Thieves	Range: 15 by 15	Duration: 1 week	PW: 5
Requires a 20-minute vdif ritual and the placing of four staves carved with an image of Asrelia, Any thief entering the radius must resist or the staves start shouting and the thief has ½ MA for 15 minutes.			

### The Fifth Aspect

Find Secret	Range: -	Duration: Instant	PW: 8
In a 6-hour edif ritual finds the answer to a question known to the goddesses or any of their worshippers.			

Know Needs	Range: 30	Duration: Instant	PW: 3
Target can resist. The caster knows what the target most desires and what s/he most needs.			

Protect Object	Range: Touch	Duration: Permanent	PW: 1p
Target object has +10 resistance to breakage and if stolen or lost the character can sense the direction and distance to the object. Requires a 1-hour edif ritual.			

## Babeester Gor: The Earth Avenger

Babeester Gor is the avenging goddess of the earth. Her worshippers protect earth temples and worshippers and take revenge on transgressors.

Pantheon	Earth
Power:	Lesser
STATs	ST, DX.
Trait	Courage
Skills:	Axe, Thrown Axe, Tracking, Scan.

Advantages and Other Requirements	Must be a celibate female.
Disadvantages:	Aggressive.
Bonuses:	Skill (Axe Attack or Thrown), Skill (Tracking and Perception), Charge Move, Damage (Axe), Enchanted Armour.

### The First Aspect

Axe Berserk	Range: Self	Duration: 15 mins/per	PW: 0. 1 pint of blood beer drunk/per
The character can go into a berserk rage. In this state she cannot parry and must move towards an enemy at full speed or attack an enemy each turn with an axe until no enemies are visible. Once no enemies are visible the character must attack the nearest non-earth worshipper until no such are visible, the rage duration wears off or the character manages to roll a difficult IQ throw. Whilst berserk the character has +8 BD, ignores hurts, is immune to fear, gets +2 axe skill against non-earth worshippers and has +2 MA. These effects including the BD and resultant hits and the ignoring of wound states wear off with the berserk rage.			

Slashing Blow	Range: Touch	Duration: 15 mins	PW: 2
Target axe is +2 damage +3 null.			

Go Without Sleep	Range: Self	Duration: 4 hours/per	PW: 1/per.
Character counts as though she has slept for 2 hours whilst staying awake for 4.			

### The Second Aspect

Scream of Fear	Range: 10 radius	Duration: Instant	PW: 1. Can be used once for each pint of blood beer drunk today.
All non-Babeester cultists must make a dif Fear check.			

Follow Any Trail	Range: Self	Duration: 1 hour	PW: 1
Character has +3 tracking.			

See in Darkness	Range: Self	Duration: 1 hour	PW: 2
The character has dark sense.			

### The Third Aspect

Death Paint Ritual	Range: Touch	Duration: 12 hours/per	PW: 2 and 1 pint of blood beer drunk by the target/per
In a 30-minute average ritual the target Babeester Gor worshipper is covered in earth based paint. This can have any one of the following results. A second ritual can have an additional option and so on:			
<ol style="list-style-type: none"> <li>1. +3 magic armour.</li> <li>2. +3 damage versus males.</li> <li>3. +4 resistance to spirits and can engage them in spirit combat.</li> <li>4. +2 axe skill and +2 damage against one named clan which has wronged the earth.</li> </ol>			

Shout of Pain	Range: 10 radius	Duration: Instant	PW: 2. Can be used once for each pint of blood beer drunk today.
All non-Babeester cultists must resist or take D through armour.			

Sense Enemy	Range: 20 radius	Duration: Instant	PW: 1
The character knows the distance to and direction of all enemies within range unless they are shielded by magic.			

### The Fourth Aspect

Brew Blood Beer	Range: Touch	Duration: 6 hour dif ritual	PW: 5
The ritual requires 1 gallon of blood from sentient beings. The blood is brewed into blood beer.			

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 dif ritual.			

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

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



**The Fifth Aspect**

Unbreakable Shield	Range: Touch	Duration: 15 mins	PW: 2
Target shield cannot be damaged and has +4 hits.			
Blast Enemy	Range: 10	Duration: Instant	PW: 3
Target must resist or take L3 Earth.			
Summon Gnome	Range: 10	Duration: 15 mins	PW: 4
Summons a gnome to serve the caster.			
Earth Avenger	Range: Self	Duration: 1 hour/per	PW: 2/per
The character gains +2 to any action which helps to protect or revenge an earth temple or female earth cultist.			

**Bevera the Medic: Stretcher and Sticker**

Bevera is the healer of the storm pantheon.

Pantheon	Storm, Earth
Power:	Lesser.
STATs	IQ, DX.
Trait	Traditional.
Skills:	Dodge, Evade, First Aid, Outdoor Living.
Advantages and Other Requirements	Must be female.
Disadvantages:	None.
Bonuses:	Skill (First Aid), Extra Actions (First Aid), Skill (Dodge), Flee

**The First Aspect**

Cure Hits	Range: Touch	Duration: Instant.	PW: 1 per
Target regains 1 hit per PW used to a maximum equal to the caster's aspect. This does not cure wounds.			
Ease Pain	Range: Touch	Duration: 1 hour	PW: 1
The penalty for target wound is reduced by 2.			
Carry Patient to Safety	Range: Self	Duration: 15 mins.	PW: 1
Caster can carry an injured or sick person at normal speed and without losing the ability to dodge.			
Evade Pursuers	Range: Self	Duration: 15 mins	PW: 1
If caster flees then she can make a magic roll against each target who tries to pursue her. If s/he succeeds that pursuit fails.			
Hide Self	Range: Self	Duration: 1 hour.	PW: 1
Caster has an extra action with Hide.			

**The Second Aspect**

Diminish Injury	Range: Touch	Duration: 2 hour dif ritual.	PW: 2
Target hurt is cured or target serious wound counts as treated.			
Reach Consensus	Range: 10	Duration: 1 hour.	PW: 2
Everyone within range must resist or stop arguing long enough to listen to a compromise suggestion made by the caster. For the rest of the duration any social skill roll which does not follow this consensus is at a penalty of 3.			
Earsplitting Scream	Range: 5	Duration: Instant	PW: 1
All enemies within range must resist the caster's PW with adjDX or stand stunned for 1 turn.			

**The Third Aspect**

Prevent Dying	Range: Touch	Duration: 1 hour	PW: 2
Whilst the magic is active the target does not take extra hits as a result of a dying result from loss of hits or from a serious wound.			
Stop Argument	Range: 10	Duration: 1 hour	PW: 1

Target must resist or be unable to argue.
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Dodge All Attacks	Range: Self	Duration: 15 mins	PW: 3
Any attacker must resist or the caster dodges their attack.			

**The Fourth Aspect**

Boost Confidence	Range: Touch	Duration: 1 hour.	PW: 1
Target has +4 Courage.			

Prevent Anger	Range: 20	Duration: 15 mins	PW: 1
Target must resist or feel no anger for the duration. This does not stop the target fighting but any decision to fight could not be caused by the emotion of anger.			

Survive Battle	Range: Self	Duration: 1 hour.	PW: 2
Caster is not hit by any attack which is not aimed specifically at her. For example if arrows are fired at a unit she is in, or an area effect magic targets someone near her.			

Heal Self Fully	Range: Self	Duration: Instant.	PW: 4
The caster regains all hits and all wounds are healed including mortal wounds inflicted in the last 5 mins. Mortal wounds inflicted longer ago count as treated and will heal four times faster than normal.			

**The Fifth Aspect**

Cure Disease	Range: Touch	Duration: 4 hour edif ritual.	PW: 2
The target disease spirit must resist or be banished.			

Treat Disease	Range: Touch	Duration: 4 hour edif ritual.	PW: 2
Cures 1 point of STAT loss from a disease.			

Combat Healing	Range: Touch	Duration: Instant.	PW: 2
Target hurt is cured or target serious wound counts as treated.			

**Buserian: Celestial Scribe**

Buserian is the Third Son of Yelm, the god of priests, scholars and scribes.

Pantheon	Celestial
Power:	Lesser
STATs	IQ, PW.
Trait	Traditional
Skills:	Astronomy, Read/Write Dara Happan, Literature, Mathematics.
Advantages and Other Requirements	Must be male.
Disadvantages:	Loyal
Bonuses:	Skill (Academic), Skill (Language), Skill (Magic), Skill (Perception), Increased PW Recovery.

**The First Aspect**

Buserian Code	Range: Touch	Duration: 1 hour	PW: 1
The character can read or write Buserian Code. This is illegible to characters without this ability or other code breaking magic.			

Correct Book	Range: Touch	Duration: 10 mins	PW: 1
The character can delete writings or drawings in a book or scroll perfectly leaving no trace they were ever there.			

**The Second Aspect**

Empower Memory	Range: Self	Duration: Permanent	PW: 0
The character's memory acts like a filing system giving him/her the ability to store documents, recall them to memory and recopy them without errors.			

Read Sky	Range: -	Duration: 30 mins dif ritual.	PW: 1
The character can identify all the objects visible in the sky, the constellations and their relationship to each other. S/he knows the meaning of celestial phenomena and what they portend. In practical terms this gives a +3 advantage for the next week in any skill involving planning.			

**The Third Aspect**

Read Horoscope	Range: -	Duration: 12-hour vdif ritual.	PW: 5
The character reads the horoscope of a person. To do this s/he needs a clear night and must know the exact time and place of the person's birth, the names of their ancestors to the 2 <sup>nd</sup> generation and their present location. If the ritual succeeds then the character can either grant the target a +3 bonus for up to 3 important rolls for the next month or give another a +3 bonus on 3 important rolls against the target.			

**The Fourth Aspect**

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 Buserian which means it must have once been known to Buserian personally (in the Godtime) or to a Buserian worshipper or the worshipper of an allied deity.			

**The Fifth Aspect**

See the Unseen	Range: 50	Duration: Instant	PW: 0
Any time there is a thing, person or fact concealed physically, mentally or magically within range the character knows that it is concealed, how it is concealed and what type of thing, person or knowledge it is.			

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

## Cafoldur the Lancer: Syllilian Cavalry Father.

Cafoldur was once a god of the storm pantheon but was adopted into the Lunar pantheon of the Syllilia

Pantheon	Lunar
Power:	Lesser.
STATs	ST, DX
Trait	Courage
Skills:	Riding, Thrown Javelin, 1H Cut and Thrust Sword, Animal Training
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Actions (Javelin), Skill (Riding), Damage (Javelin), Skill (Cut and Thrust Sword)

**The First Aspect**

Surefoot Horse	Range: Self	Duration: 15 mins	PW: 2
When the caster is riding his/her horse has no movement penalty for steep or rocky ground.			

Aid Javelin	Range: Self	Duration: 15 mins	PW: 1
When throwing a javelin the caster has +3 Skill and +1 range.			

**The Second Aspect**

Many Javelins	Range: Self	Duration: 15 mins	PW: 3 per
Each time the caster throws a javelin it produces an extra javelin attack per 3 PW used.			

Speed Horse	Range: Self	Duration: 15 mins	PW: 2
Caster's horse has +6 MA.			

**The Third Aspect**

Protect Cavalry	Range: Self and Mount	Duration: 15 mins	PW: 1 per
The caster and his/her mount have +1 armour per PW used to a maximum of 6.			

Toughen Shield	Range: Self	Duration: 15 mins	PW: 2
Caster's shield counts as having +8 hits.			

Pierce Spirit	Range: Touch	Duration: 15 mins	PW: 1
Target javelin drains D5 PW from any disembodied creature it hits.			

### The Fourth Aspect

Protect Against Storm	Range: Self	Duration: 15 mins	PW: 2
The caster and his/her mount have +6 resistance against storm magic and 8 armour against Air or Electricity damage.			

Protect Against Water	Range: Self	Duration: 15 mins	PW: 2
The caster and his/her mount have +6 resistance against water magic and 8 armour against Water damage.			

Piercing Javelin	Range: Touch	Duration: 15 mins	PW: 1
Target javelin has +4 armour null.			

Lightning Sword	Range: Self	Duration: 15 mins	PW: 3
Caster's sword deals L2 Electricity in addition to other damage.			

### The Fifth Aspect

Whirlwind	Range: 50	Duration: 5 mins	PW: 3
Creates a small whirlwind in the target square. Anyone in the square takes L2 Air damage. Anything adjacent to it must resist the caster's PW with ST or move into the centre. The same roll is required to leave the centre. Each turn the whirlwind moves D-4 squares in a random direction.			

Down Cloud	Range: 50	Duration: 15 mins	PW: 3
A radius of 20 squares is filled with dense cloud. Visibility is reduced to 5 squares normally with vague shapes (-2 to hit and perception) out to 10 squares.			

## City Gods

City Gods are the patron deities of cities. Only substantial, or once substantial, cities have patron deities. They are not found in barbarian towns. Most city gods have some attributes that are unique to their city in addition to those listed.

Pantheon	Local Pantheon.
Power:	Lesser for a major city such as a capitol otherwise Minor.
STATs	IQ, CH.
Trait	Cunning
Skills:	Trading, Persuasion, Customs, Oratory.
Advantages and Other Requirements	Must be a citizen.
Disadvantages:	Aspect bonuses only apply in city or surrounding farmland.
Bonuses:	All Skilled, All Traits, Sense (non-citizen, requires target to be in view and within 5). Lesser cults also have Magical Resistance.

### The First Aspect

Call on Citizen	Range: 5	Duration: 15 mins	PW: 1
The target may resist. The target citizen must come to the aid of the caster who must be being attacked or cheated by a non-citizen.			

### The Second Aspect

Detect Foreigner	Range: 100 radius	Duration: Instant	PW: 1
The caster knows the distance and direction to any non-citizen within range who is not protected by magic. Only works in the city or its surrounding farmland.			

### The Third Aspect

City Protection	Range: Self	Duration: 15 mins	PW: 1
The character has +3 enchanted armour and +6 for resisting spirits and spells. Only works in the city.			

**The Fourth Aspect**

City Harmony	Range: 10 radius	Duration: 15 mins	PW: 1
Everyone in the radius must resist or be unable to take violent or aggressive actions. Only works in city or surrounding farmland.			

**The Fifth Aspect**

Guard City	Range: Touch	Duration: 1-hour vdf ritual.	PW: Any.
The caster places or uses two posts up to 20 squares apart. For the next month any non-citizen crossing the line made by the posts must resist the PW used in the ritual or set off a warning shout in the City Temple and take 2D damage through armour. Only works in the city or its farmland.			

## Daylanus: the Conquering Wind

Daylanus is the Storm Pantheon god of conquest and storm.

Pantheon	Storm
Power:	Lesser
STATs	ST, DX.
Trait	Courage.
Skills:	Axe, Mace, Trident, Spear
Advantages and Other Requirements	Must be male.
Disadvantages:	Vengeful.
Bonuses:	Magical Resistance (Earth, Darkness, Water, Celestial), Damage Reduction (Fire, Earth, Water, Darkness), Skill (Axe, Mace, Trident, Spear)

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

**The Second Aspect**

Fight Darkness	Range: Self	Duration: 15 mins	PW: 1
The caster has +3 skill and +3 damage against darkness creatures or cultists. He cannot be blinded or frightened by darkness magic.			
Fight Earth	Range: Self	Duration: 15 mins	PW: 1
The caster has +3 skill and +3 damage against earth creatures or cultists. He cannot be knocked down by earth magic.			
Fight Fire	Range: Self	Duration: 15 mins	PW: 1
The caster has +3 skill and +3 damage against fire or light creatures or cultists. He cannot be blinded by fire or light magic.			
Fight Water	Range: Self	Duration: 15 mins	PW: 1
The caster has +3 skill and +3 damage against water creatures or cultists. He cannot be knocked down or drowned by water magic.			
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.			
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**

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

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

Storm Voice	Range: 100m	Duration: 15 mins	PW: 1
Caster can shout through wind and storm so that anyone can hear him within range.			

Blow Away Shadows	Range: 50	Duration: Instant	PW: 1
The creator of any darkness magic or shade targeted by the caster must resist or the magic is cancelled. Any darkness spirit or shadow must resist or flee.			

Blow Out Fire	Range: 50	Duration: Instant	PW: 1
The creator of any fire magic or salamander targeted by the caster must resist or the magic is cancelled. Any fire spirit must resist or flee. Any natural fire is blown out.			

Push Waves with Wind	Range: 50	Duration: Instant	PW: 1
The creator of any water magic or undine targeted by the caster must resist or the magic is cancelled. Any water spirit must resist or flee.			

### The Fourth Aspect

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.			

Turn Wind	Range: 1 km radius	Duration: 15 mins	PW: 2
The wind direction changes to that specified by the caster. If it was created by magic than its controller can resist.			

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

### The Fifth Aspect

Fight Elements	Range: Self	Duration: 15 mins	PW: 2
The caster has +6 magical armour, +5 damage and +2 skill against any elemental.			

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

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+1 per
Missile magic dealing L2+1 per Electricity damage to a max of L4.			

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 the Storm Pantheon per turn chosen at random must make a dif avoid or take L2 Electricity.			

## Deezola: The Binder Within

Queen Deezola is a woman who became the Lunar Goddess of healing. She is one of the Seven Mothers and is also known as the Binder Within.

Pantheon	Lunar, Celestial, Earth.
Power:	Lesser.

STATs	IQ, CH.
Trait	Inclusive
Skills:	First Aid, Read/Write New Pelorian, Persuasion, Diagnose/Treat.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	Altruistic.
Bonuses:	Skill (Dodge), Skill (Medical), Return From Death, Regeneration, Trait Defence (Traditional).

### The First Aspect

Ease Pain	Range: Touch	Duration: 1 hour	PW: 1
The target suffers no penalty from hurts for the duration. This spell also acts as an anaesthetic and gives +2 to surgery and first aid.			
Heal Hurt	Range: Touch	Duration: Instant	PW: 1
The target recovers 2 hits and one hurt is healed.			

### The Second Aspect

Disregard Flaw	Range: Touch	Duration: 1 hour	PW: 2
Target ignores chosen disadvantageous personality trait.			
Overcome Fear	Range: Touch	Duration: 1 hour	PW: 2
The target does not have to make fear rolls.			

### The Third Aspect

Calm	Range: 10	Duration: 15 mins	PW: 2
The target is allowed to resist. The target is calm and cannot make an aggressive action unless attacked first.			
Heal Major Wound	Range: Touch	Duration: Instant	PW: 2
The target recovers 4 hits and one serious but none mortal wound inflicted in the last 15 minutes is healed.			
Ease Madness	Range: Touch	Duration: 1 hour dif ritual then 1 week	PW: 2
For the duration the target is not affected by madness whether caused by a spirit or Chaotic Madness.			

### The Fourth Aspect

Cast Out Spirit	Range: Touch	Duration: 5 mins vdif ritual	PW: 1
The target spirit is allowed a resistance roll. A spirit possessing the target is driven out.			
Hide Memory	Range: Touch	Duration: 15-minute vdif ritual.	PW: 3
The target is allowed to resist. A particular memory of no more than a day is hidden and can no longer be recalled.			
Restore Memory	Range: Touch	Duration: 15-minute vdif ritual.	PW: 3
The target is allowed to resist. A particular memory of no more than a day is remembered or a character who has had his/her IQ reduced has it restored.			
Heal Spirit	Range: Touch	Duration: 15-minute vdif ritual.	PW: 3
The target spirit has its IQ and PW restored to original levels if drained or damaged (not temporary PW) and has any other harmful effects removed.			
Summon Lesser Gnome	Range: 10	Duration: 15 mins	PW: 2
Summons a lesser gnome to serve the caster.			
Calm Madness	Range: Touch	Duration: 3 hour vdif ritual then 1 month	PW: 6
For the duration the target is not affected by madness whether caused by a spirit or Chaotic Madness.			

**The Fifth Aspect**

Empathic Healing	Range: Touch	Duration: Instant	PW: 1
The target is completely healed of all injuries, damage and possession. All are transferred to the caster or to another willing person touched. This will even heal death though someone must die in the target's place.			
Summon Gnome	Range: 10	Duration: 15 mins	PW: 4
Summons a gnome to serve the caster.			

**Dendara: Wife of Yelm**

Dendara is the earth and fertility goddess who joined the Sky Pantheon. She is the wife of Yelm. Widely worshipped as the women's god of the Celestial Pantheon.

Pantheon	Celestial
Power:	Lesser.
STATs	DX, CH.
Trait	Traditional.
Skills:	Customs, Craft, First Aid, Plants.
Advantages and Other Requirements	Must be female.
Disadvantages:	None.
Bonuses:	Skill (Customs), Skill (Cloth Making, Cooking), Extra Actions (Social), Skill (Nature Lore).

**The First Aspect**

Know Rules	Range: Self	Duration: 1hour	PW: 1
Caster gains +4 Skill at Customs and Law.			
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**

Hide Family	Range: 5 radius	Duration: 1hour per	PW: 1/per
Family members in the circle have +3 hide.			
Ease Pain	Range: Touch	Duration: 2 hours	PW: 1
Target hurt does not cause any penalty.			
Cure	Range: Touch	Duration: Instant	PW: 1
Cures 1 hit.			
Bless Home	Range: Home	Duration: 1 season	PW: 6
Requires a 4-hour dif ritual. Target home has +8 to resist storms, fire, flood and other disasters.			
Command Animal	Range: 20	Duration: 15 mins	PW: 2
Target can resist. Target animal up to the size of a bull must obey the caster.			
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 dif adjDX skill roll if the object is in hand or avg if it is on the ground. A campfire deals L1 fire damage.			

**The Third Aspect**

Calm Anger	Range: 10	Duration: 15 mins	PW: 2
Target can resist. Target cannot attack unless attacked first.			
Bless Birth	Range: Touch	Duration: 12 hours	PW: 4



Target woman will find birth 50% as painful and the chance of injury to mother and child is reduced by 20%.
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Diminish Injury	Range: Touch	Duration: 2 hour dif ritual.	PW: 2
Target hurt is healed or target serious wound is treated.			

Beautify Self	Range: Self	Duration: 1 hour	PW: 1
Caster is more attractive and gains a 2 advantage at seduction, persuasion, acting and customs.			

### The Fourth Aspect

Bless Family	Range: 5 radius	Duration: 1 season	PW: 6
Requires a 4-hour dif ritual, Family member in the circle get a +3 to trait rolls and +3 resistance to magic and spirits.			

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

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

### The Fifth Aspect

Bless Grain	Range: 1 acre	Duration: 1 season	PW: 6
Requires a 4-hour vdf ritual. Yields of grain on the soil are increased by 20% and grain on it has +5 resistance to magic and spirits.			

Cure Disease	Range: Touch	Duration: 4 hour edif ritual.	PW: 2
The target disease spirit must resist or be banished.			

Treat Disease	Range: Touch	Duration: 4 hour edif ritual.	PW: 2
Cures 1 point of STAT loss from a disease.			

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

## Desemborth: Storm Thief

Desemborth is the thief god of the Storm Pantheon.

Pantheon	Storm
Power:	Lesser.
STATs	IQ, DX.
Trait	Cunning.
Skills:	Hide, Jump, Climb, Sneak.
Advantages and Other Requirements	Must be male.
Disadvantages:	Vengeful.
Bonuses:	Extra Actions (1H Cut and Thrust Sword or 1H Axe), Skill (Stealth), Skill (Athletics), Move in No Armour, Skill (Dodge).

### The First Aspect

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

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

Avoid Trap	Range: Self	Duration: 1 hour per	PW: 2 per
Character has an extra action for any roll to spot or avoid the effects of any trap.			

No Scent	Range: Self	Duration: 1 hour per	PW: 2 per
The character cannot be tracked by scent.			

**The Second Aspect**

Flickering Blade	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword the caster gets +2 skill and subtracts 2 from opponent's skill if s/he is defending using Fencing or 1 from CV if defending with a shield.			
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.			
Silent in Darkness	Range: Self	Duration: 1 hour per	PW: 2 per
The character can choose to make no sound when moving in darkness and cannot be detected by hearing or darksense.			
Walk Without Footprints	Range: Self	Duration: 1 hour per	PW: 2 per
The character cannot be tracked by sight.			

**The Third Aspect**

Squeeze Through Gap	Range: Self	Duration: Instant	PW: 1
The character can squeeze through a gap as long as it is at least 15 cm by 15 cm and no more than 3m across.			
Leaping Shield	Range: Touch	Duration: 10 mins	PW: 1
The casters shield is enchanted to have +4 hits and +2 CV.			
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.			
Leap Over Obstacle	Range: Self	Duration: Instant	PW: 1 per
The character can leap over an obstacle 10m wide or high per point of PW used.			

**The Fourth Aspect**

Sword or Axe Help	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword or axe the caster gets +2 damage, +2 null, cannot fumble with the weapon and cannot have the weapon broken.			
Overbear Foe	Range: Self	1 hour	PW: 2
The caster has +8 ST and his/her attacks cause double the normal knockback (in squares)			
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.			
Stand Unseen	Range: Self	Duration: Until Move	PW: 2
As long as the character does not move out of the square s/he currently occupies s/he is invisible.			

**The Fifth Aspect**

Invisible Hand	Range: 15m	Duration: Instant	PW: 1
The caster can make a pick pockets roll on the target if s/he fails a resistance roll. If the roll is successful the target object appears in the caster's hand, pocket, sack etc. with no chance of its movement and destination being detected.			
Leave No Trace	Range: Self	Duration: Instant	PW: 1 permanent
If the target imprisoning the caster fails to resist the caster escapes any trap, cage, chains, noose or similar. The caster disappears with no trace to reappear a safe distance away.			

**Destor the Adventurer: Storm Pantheon Adventurer God**

Destor is one of the sons of Orlanth and is the god of young warriors and adventurers.

Pantheon	Storm
Power:	Lesser.
STATs	ST, DX.
Trait	Cunning.
Skills:	Running, Jump, Acrobatics, Sneak.

Advantages and Other Requirements	Must be male.
Disadvantages:	Aggressive, Vengeful.
Bonuses:	Extra Actions (1H Cut and Thrust Sword or 1H Axe), Skill (Thrown Spear), Skill (Athletics), Damage (1H Cut and Thrust Sword or 1H Axe), Move in No Armour, Skill (Evade and Running).

### The First Aspect

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

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

Wind Words	Range: Self	Duration: 1hour	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 mins	PW: 1
When wielding a sword the caster gets +2 skill and subtracts 2 from opponent's skill if s/he is defending using Fencing or 1 from CV if defending with a shield.			

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 mins/per	PW: 1/per
The caster calls brisk wind sufficient to blow away clouds and fog and move a ship.			

Call Clouds	500m radius	Duration: 10 mins/per	PW: 1/per
The caster calls clouds of any density wished in the radius.			

### The Third Aspect

Leaping Shield	Range: Touch	Duration: 10 mins	PW: 1
The casters shield is enchanted to have +4 hits and +2 CV.			

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.			

Leap Over Obstacle	Range: Self	Duration: Instant	PW: 1 per
The character can leap over an obstacle 10m wide or high per point of PW used.			

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 to ¼, causing everyone in the area to move at ½ speed and to divide the range of thrown or missile attacks by 4.			

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

Find a Way	Range: Self	Duration: Instant	PW: 2
If there is a route to the location the character wishes to go to s/he realises what it is even if it involves secret paths, doors, routes or unusual actions.			

### The Fourth Aspect

Sword or Axe Help	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword or axe the caster gets +2 damage, +2 null, cannot fumble with the weapon and cannot have the weapon broken.			

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

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.			

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.			

### The Fifth Aspect

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

Lift Object With Winds	Range: 50	Duration: 15 mins	PW: 3
Target object is lifted into the air by winds of ST 50. If the target is an individual it is allowed a resistance roll.			

Last Gasp Recovery	Range: Self	Duration: Instant	PW: 1
The caster recovers 20 hits (this does not heal wounds) even if reduced to 0 or fewer. This can only be used once in any 15 minute period.			

## Doburdun: The Loyal Storm

Doburdun is the Loyal Storm of Pelanda and Dara Happa.

Pantheon	Celestial
Power:	Lesser.
STATs	BD, DX.
Trait	Courage
Skills:	Addi, Thrown Addi, Outdoor Living, Scan
Advantages and Other Requirements	Must be male.
Disadvantages:	Loyal.
Bonuses:	Damage (Addi), Magical Resistance (Storm Magic), Toughness, Skill (Addi and Throw Addi).

### The First Aspect

Predict Weather	Range: 10 km	Duration: 1 day	PW: 2
In a 10-min average ritual predicts the weather for the next day.			

Booming Voice	Range: Self	Duration: 15 mins	PW: 1
Caster causes Average or +1 Level Fear.			

### The Second Aspect

Call Clouds	Range: 3 +1 per km	Duration: 1 hour	PW: 2+1 per
In a 10-min average ritual causes dark clouds to form in the area making it like twilight.			

Thunder Addi	Range: Touch	Duration: 15 mins	PW: 1
Any addi used by or thrown by the caster deals L2 Physical damage in addition to normal damage.			

### The Third Aspect

Lashing Winds	Range: 100m	Duration: 15 mins	PW: 2
Strong winds reduce all movement by 2 (min 1) and reduce all missile and thrown weapon ranges to 3.			

Thunder Blast	Range: 30/2 radius	Duration: Instant	PW: 2
All targets in area take L2 Physical damage.			

**The Fourth Aspect**

Initiate Thunderstorm	Range: 100m	Duration: 30 mins	PW: 2
A powerful thunderstorm begins in the area. All non-worshippers of Doburdun add 1 level to the difficulty of Fear checks and are at -1 penalty to all actions.			
Shrug Off Storm Magic	Range: Self	Duration: 15 mins	PW: 2
The caster has 10 magical armour against any storm magic and +5 to resist it.			
Command Thunderstorm	Range: 100m	Duration: 15 mins	PW: 2
The caster can command a thunderstorm to stop or move in any direction.			
Summon Lesser Sylph	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Sylph to serve the caster.			

**The Fifth Aspect**

Ride Thunder Addi	Range: Self	Duration: Instant	PW: 1
As the caster throws an addi he can use this attribute for no cost in actions. If he hits the target then he immediately flies to adjacent to the target and can make a melee attack with another addi for no extra actions.			
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.			

**Durbadath: Lion God of Dara Happa**

Durbadath is the lion god of Dara Happa.

Pantheon	Celestial
Power:	Lesser.
STATs	BD, DX.
Trait	Courage.
Skills:	Claw, Running, Ambush, Tracking.
Advantages and Other Requirements	Members often use metal claws as weapons. These use the same STATs as natural claws.
Disadvantages:	Proud.
Bonuses:	Skill (Claws), Damage (Claws), Skill (Running and Dodge), Fear, Skill (Survival).

**The First Aspect**

Conceal Self	Range: Self.	Duration: 1 hour	PW: 1
Caster has an extra action in sneak and hide.			
See in Darkness	Range: Self	Duration: 1 hour/per	PW: 1/per
The caster gains Nightvision.			

**The Second Aspect**

Great Pounce	Range: Self.	Duration: 15 mins	PW: 1
Caster can leap 8 squares into HTH combat. Defender can make no more than one opportunity attack at -3 to hit and the caster has +6 to cause knockdown.			
Lion's Claws	Range: Self.	Duration: 1 hour	PW: 1
Caster has claws.			
Call for Justice	Range: Self	Duration: 15 mins	PW: 2
If the caster has been unjustly accused of a crime s/he has +2 to all actions against the accuser.			

**The Third Aspect**

Restore Vitality	Range: Self.	Duration: Instant	PW: 2
Caster regains 5 hits and heals any hurts suffered in the last 5 mins.			
Cut Off escape	Range: Self.	Duration: 15 mins	PW: 1
Caster has +6 to pursuit throws.			
Radiate Light	Range: 5 square radius	Duration: 1 hour/per	PW: 1/per
The caster glows with light lighting up the radius as bright as day. Darkness creatures are at -3 to hit caster.			
Enhance Justice	Range: 10 square radius	Duration: 15 mins	PW: 2
All attempts at lying or in the radius are at -2.			

**The Fourth Aspect**

Remove Scent	Range: Self.	Duration: 1 hour	PW: 1
Attempts to track the character are at -4.			
Run Down Prey	Range: Self.	Duration: 1 hour	PW: 1
Caster has +6 MA.			
Dazzling Flash	Range: 8 radius	Duration: Instant	PW: 2
All non-Light/Fire worshippers within the radius must resist the caster's PW with adjDX or be at a penalty, to all skills involving sight; equal to the number they failed by for the next 10 rounds.			

**The Fifth Aspect**

Shapeshift to Lion	Range: Self.	Duration: 1 hour	PW: 1
The caster is transformed into a large lion. S/he retains IQ, PW and CH. S/he retains the ability to talk. Other stats are those of a lion increased by the same amount that the caster's were above the human norm.			
Blast Evildoer	Range: 20	Duration: Instant	PW: 3
Target who has made an unjust ruling, pronouncement or a self-serving decision contrary to the laws of Yelm takes L3 fire damage and must resist or be blinded for 1 day per point failed by or permanently if the save is failed by 8+.			

## Elmal: Rebel Light God

Elmal is the light and fire god of the Storm Pantheon. He was a son of Yelm who turned away from his people to follow Orlanth.

Pantheon	Storm
Power:	Lesser.
STATs	BD, DX.
Trait	Courage.
Skills:	1H Spear, Scan, Tactics, Thrown Spear
Advantages and Other Requirements	None.
Disadvantages:	Loyal.
Bonuses:	Skill (1H Spear), Skill (Thrown Spear), Skill (Perception), Knockback Resistance, Toughness.

**The First Aspect**

Unquenchable Light	Range: 5 square radius	Duration: 1 hour/per	PW: 1/per
The caster glows with light lighting up the radius as bright as day.			
See in Darkness	Range: Self	Duration: 1 hour/per	PW: 1/per
The caster gains Nightvision.			

**The Second Aspect**

Bright Shield	Range: Self	Duration: 15 mins/per	PW: 2/per
The caster's shield glows with a dazzling light, has +1 CV and puts darkness creatures at -2 to hit.			
Fight Chaos	Range: Self	Duration: 1 hour/per	PW: 1/per
The caster has +3 armour, +3 skill and +3 damage if fighting a chaos creature.			
Fight Uz	Range: Self	Duration: 1 hour/per	PW: 1/per
The caster has +3 armour, +3 skill and +3 damage if fighting Uz.			

**The Third Aspect**

Blazing Spear	Range: Self	Duration: 15 mins/per	PW: 2/per
The caster's spear burst into flames but is undamaged. It does L2 Fire damage in addition to normal damage.			
Resist Darkness	Range: Self	Duration: 1 hour/per	PW: 1/per
The caster has +6 to resist darkness magic or spirits.			
Stand Fast	Range: Self	Duration: 1 hour/per	PW: 1/per
The caster has +6 to the damage needed to cause a knockback and cannot be forced back.			
Endure Wound	Range: Self	Duration: 1 hour/per	PW: 1/per
The target hurt causes the character no penalty.			

**The Fourth Aspect**

Unflinching Defence	Range: Self	Duration: 15 mins	PW: 2
The caster has +3 enchanted armour.			
Sureshot Spear	Range: Self	Duration: 15 mins	PW: 1
The next spear thrown by the caster hits the target in LOS without an attack roll.			
Speed Horse	Range: Touch	Duration: 15 mins	PW: 2
The target horse has +6 MA.			
Multiple Spear Throw	Range: Self	Duration: 15 mins	PW: 1/per
The caster can throw multiple javelins with a single attack roll. All must be against targets in the same facing and 1 spear can be thrown per PW used. The character must have the spears.			

**The Fifth Aspect**

Unbreakable Spear	Range: Self	Duration: 15 mins	PW: 1
The caster's spear is immune to breakage throws.			
Dazzling Flash	Range: 8 radius	Duration: Instant	PW: 2
All non-Light/Fire worshippers within the radius must roll make a vdfif adjDX roll or be at a penalty, to all skills involving sight, equal to the number they failed by recovering at 1 per round.			
Summon Lesser Lucifer	Range: 10	Duration: 15 mins	PW: 2
Summons a lesser Lucifer to serve the caster.			
Survive Until Dawn	Range: Self	Duration: Until Dawn	PW: 0
When seriously wounded or below 0 hits the character is not disabled and does not take any extra hits from the injuries until dawn or until killed outright.			

**Eernalda: Queen of the Storm Pantheon**

Eernalda is the earth and fertility goddess who joined the Storm Pantheon. She is the wife of Orlanth. Widely worshipped as the women's god of the Storm Pantheon.

Pantheon	Storm, Earth
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Power:	Lesser.
STATs	DX, CH.
Trait	Traditional.
Skills:	Customs, Persuade, First Aid, Plants.
Advantages and Other Requirements	Must be female.
Disadvantages:	None.
Bonuses:	Skill (Customs), Skill (Persuade), Extra Actions (Social), Skill (Nature Lore).

**The First Aspect**

Beautify Self	Range: Self	Duration: 1hour	PW: 1
Caster is more attractive and gains a 2 advantage at seduction, persuasion, acting and customs.			

**The Second Aspect**

Hide Family	Range: 5 radius	Duration: 1hour per	PW: 1/per
Family members in the circle have +3 hide.			

Call Mahome	Range: 20	Duration: 2 min avg ritual	PW: 2
The caster calls a small flame that can be used to light a fire or torch for example.			

Ease Pain	Range: Touch	Duration: 2 hours	PW: 1
Target hurt does not cause any penalty.			

Cure Hits	Range: Touch	Duration: Instant	PW: 1
Cures 1 hit.			

**The Third Aspect**

Calm Anger	Range: 10	Duration: 15 mins	PW: 2
Target can resist. Target cannot attack unless attacked first.			

Bless Birth	Range: Touch	Duration: 12 hours	PW: 4
Target woman will find birth 50% as painful and the chance of injury to mother and child is reduced by 20%.			

**The Fourth Aspect**

Bless Family	Range: 5 radius	Duration: 1 season	PW: 6
Requires a 4 hour dif ritual, Family member sin the circle get a +3 to trait rolls and +3 resistance to magic and spirits.			

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

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

**The Fifth Aspect**

Bless Soil	Range: 1 acre	Duration: 1 season	PW: 6
Requires a 4 hour vdif ritual. Yields on the soil are increased by 10% and crops and animals living on it have +2 resistance to magic and spirits.			

Cure Disease	Range: Touch	Duration: 4 hout edif ritual.	PW: 2
The target disease spirit must resist or be banished.			

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

## Erissa: Goddess of Healing

Erissa is the goddess of Healing. She is also known as Chalana Arroy in Storm Pantheon lands.

Pantheon	Lightbringers, Celestial
Power:	Lesser



STATs	IQ, DX.
Trait	Courage
Skills:	First Aid, Diagnose/Treat, Surgery, Plants.
Advantages and Other Requirements	Must swear an oath of complete non-violence. May not have any weapon skills.
Disadvantages:	Altruistic.
Bonuses:	Skill (Medical), Damage Reduction (Not caused by Chaos), Healing Rate, Magical Resistance (Not Caused by Chaos), Disease Resistance.

### The First Aspect

Comfort Song	Range: 3 radius	Duration: 15 mins per	PW: 1 per.
As long as the character sings the target/s feels no pain (no penalty from hurts) or fear (no fear checks). This gives +2 to Surgery or First Aid.			

Heal Hurt	Range: Touch	Duration: Instant	PW: 1
The target recovers 2 hits and one hurt is healed.			

### The Second Aspect

Stop Berserk Rage	Range: 5	Duration: Instant	PW: 1
Target may resist. Stops Berserker magic.			

Heal Serious Wound	Range: Touch	Duration: Instant	PW: 2
The target recovers 4 hits and one serious (not mortal) wound inflicted in the last 5 minutes is healed.			

Resist Poison	Range: Touch	Duration: 15 mins	PW: 2
The target has +10 Poison Resistance.			

Dodge Blow	Range: Self	Duration: 15 mins	PW: 2
Caster has +3 Dodge.			

Flee Quickly	Range: Self	Duration: 15 mins	PW: 2
The character has +4 MA when fleeing.			

Calm	Range: 10	Duration: 15 mins	PW: 2
The target is allowed to resist. The target is calm and cannot make an aggressive action until attacked.			

Detect Chaos	Range: 100 radius	Duration: Instant	PW: 1
The character knows the distance, direction and type of all chaotic things or creatures.			

### The Third Aspect

Sleep	Range: 10	Duration: 15 mins	PW: 2
The target is allowed to resist. The target falls into an enchanted sleep and will only awake if struck or shaken awake.			

Heal Mortal Wound	Range: Touch	Duration: Instant	PW: 3
The target recovers 6 hits. One mortal wound inflicted in the last 5 mins is healed.			

Stop Panic	Range: 10	Duration: 15 mins	PW: 1
The target is allowed to resist. The target has +2 on Fear checks and can immediately save again if panicking.			

Cure Poison	Range: Touch	Duration: Instant	PW: 3
The target poison may resist with its potency. The poison is removed and effects are healed			

Fade from View	Range: Self	Duration: 15 mins	PW: 2
Anyone successfully spotting the caster must resist to be able to see him/her.			

Destroy Broo Lava	Range: Touch	Duration: 30 mins vdif ritual.	PW: 2
The target can resist. The broo lava is destroyed and injuries to the host are cured.			

### The Fourth Aspect

Cure All Damage	Range: Touch	Duration: 30 mins vdif ritual.	PW: 5
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The target regains all hits and has all hurts healed.			
Cure Disease	Range: Touch	Duration: 2-hour vdfif ritual.	PW: 2
The target disease spirit must resist or be banished.			
Regenerate Mortal Wound	Range: Touch	Duration: 2-hour vdfif ritual.	PW: 6
The target serious or mortal wound is healed.			

**The Fifth Aspect**

Resurrection	Range: Touch	Duration: 6-hour edif ritual.	PW: 1p
During the ritual the caster must find the soul of the deceased, which can be difficult if it has been captured by a foreign god, or spiritually dismembered. This is therefore a Heroquest. The person must be willing to be resurrected. The body of the person is required and must be healed sufficiently to be able to live.			
Heal Disease	Range: Touch	Duration: 2-hour vdfif ritual.	PW: 4
One of the target's STATs which has been temporarily reduced by disease is restored.			

### Esrola: the Manifest Earth

Esrola is the chief earth goddess of the earth pantheon and is the fertility goddess worshipped in earth pantheon lands such as Esrolia and Tarsh.

Pantheon	Earth
Power:	Greater.
STATs	PW, CH.
Trait	Traditional.
Skills:	Customs, Leadership, Plants, Oratory.
Advantages and Other Requirements	Must be female.
Disadvantages:	None.
Bonuses:	Skill (Customs), Skill (Leadership), Extra Actions (Social), Skill (Nature Lore), Increased PW Recovery.

**The First Aspect**

Beautify Self	Range: Self	Duration: 1hour	PW: 1
Caster is more attractive and gains a 2 advantage at seduction, persuasion, acting and customs.			

**The Second Aspect**

Ease Pain	Range: Touch	Duration: 2 hours	PW: 1
Target hurt does not cause any penalty.			
Cure Hurts	Range: Touch	Duration: Instant	PW: 1
Cures 1 hit.			

**The Third Aspect**

Calm Anger	Range: 10	Duration: 15 mins	PW: 2
Target can resist. Target cannot attack unless attacked first.			
Bless Birth	Range: Touch	Duration: 12 hours	PW: 4
Target woman will find birth 50% as painful and the chance of injury to mother and child is reduced by 20%.			
Summon Lesser Gnome	Range: 10	Duration: 15 mins	PW: 2
Summons a lesser gnome to serve the caster.			
Make Heavy	Range: 20	Duration: Instant	PW: 2
Target must resist or move at ½ MA with +6 knockback.			

**The Fourth Aspect**

Enchant Copper	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of copper armour or one copper weapon. Requires a 6 hour dif ritual.			
Bless Soil	Range: 1 acre	Duration: 1 season	PW: 6
Requires a 4 hour vdif ritual. Yields on the soil are increased by 10% and crops and animals living on it have +2 resistance to magic and spirits.			
Summon Gnome	Range: 10	Duration: 15 mins	PW: 4
Summons a gnome to serve the caster.			
Command Gnome	Range: 10	Duration: 1 hour	PW: 2
Target Gnome must resist or obey the caster.			
Dismiss Gnome	Range: 10	Duration: Instant	PW: 2
Target Gnome must resist or be banished.			
Ground Flyer	Range: 20	Duration: 15 mins	PW: 2
Target must resist or land immediately.			
Silence Opponent	Range: 10	Duration: 15 mins	PW: 2
Target Storm cultist must resist or remain silent.			

### The Fifth Aspect

Summon Greater Gnome	Range: 10	Duration: 15 mins	PW: 6
Summons a Greater Gnome to serve the caster.			
Cure Disease	Range: Touch	Duration: Instant ritual.	PW: 2
The target disease spirit must resist or be banished. Requires a 4-hour edif ritual.			
Dismiss Sylph	Range: 10	Duration: Instant	PW: 2
Target Sylph must resist or be banished.			
Command Earth Cultist	Range: 10	Duration: 15 mins	PW: 2
Target earth cultist must resist or obey the caster.			

## Etyries: Lunar Goddess of Trade

Etyries is a woman who became the Lunar Goddess of trade.

Pantheon	Lunar, Celestial
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:	Skill (Social), Skill (Language), Skill (Dodge), Magical Resistance (Non-Lunar magic).

### 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.
Anyone trying to ambush the caster must resist or be spotted.			

Read Trail	Range: Touch	Duration: 5 minute average ritual.	PW: 2.
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 2 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 2D 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 magical armour which only cancels any magical damage enhancement or null.			

## Finnovan the Raider

Finnovan is the Storm Pantheon god of raiders and one of the Thunder Brothers.

Pantheon	Storm
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Power:	Lesser.
STATs	ST, DX.
Trait	Cunning.
Skills:	Running, Sneak, Hide, Herding.
Advantages and Other Requirements	Must be male.
Disadvantages:	Vengeful.
Bonuses:	Extra Actions (1H Cut and Thrust Sword or 1H Axe), Skill (Thrown Spear), Skill (Athletics), Damage (1H Cut and Thrust Sword or 1H Axe), Skill (Herding).

### The First Aspect

Armour of Woad	Range: Self	Duration: 10 hours	PW: 1/per (max = Aspect+1)
In a 10 minute difficult ritual paint self with woad giving 1 enchanted armour per PW used.			
Sunset Leap	Range: Self	Instant	PW: 1
Caster, as a move action, can leap 10 squares/aspect.			
Attract Herd Animal	Range: 50	Duration: 1 hour/per	PW: 1/per
One herd animal per point of PW used will follow the caster for the duration.			

### The Second Aspect

Flickering Blade	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword the caster gets +2 skill and subtracts 2 from opponent's skill if s/he is defending using Fencing or 1 from CV if defending with a shield.			
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.			
Camouflage Animal	Range: Touch	Duration: 1 hour	PW: 1
Any enemy attempting to spot target animal must first resist the caster.			
Hide Animal Tracks	Range: Touch	Duration: 1 hour	PW: 1
Target animal is 3 levels of difficulty harder to track.			

### The Third Aspect

Leaping Shield	Range: Touch	Duration: 10 mins	PW: 1
The casters shield is enchanted to have +4 hits and +2 CV.			
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.			
Leap Over Obstacle	Range: Self	Duration: Instant	PW: 1 per
The character can leap over an obstacle 10m wide or high per point of PW used.			
Silence Herd Animal	Range: 30	Duration: 1 hour	PW: 1
Target herd animal makes no noise.			

### The Fourth Aspect

Sword or Axe Help	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword or axe the caster gets +2 damage, +2 null, cannot fumble with the weapon and cannot have the weapon broken.			
Overbear Foe	Range: Self	1 hour	PW: 2
The caster has +8 ST and his/her attacks cause double the normal knockback (in squares)			
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.			
Spare Me	Range: Self	Duration: 15 mins	PW: 2

The caster's helmet gives him +4 armour and +8 armour against elemental fire or water.

### The Fifth Aspect

Rolling Thunder	Range: Touch	Duration: 1 hour	PW: 2
The target horse when ridden by the caster can ride over land, water or through the air with no movement penalties for terrain. It can rise into the air as though climbing a gentle hill.			

Searing Bolt	Range: 100	Duration: Instant	PW: 2
Caster makes a sword attack against the target which if it hits inflicts L3 Electricity damage.			

Cattle Raider	Range: Self	Duration: 1 hour	PW: 1
When targeting cattle Attract Herd Animal, Camouflage Animal, Hide Animal Tracks and Silence Herd Animal have a range of 100 and can target any number of cattle at no extra cost.			

## Gargath: The Wild Hunter

The Storm Pantheon god of outlaws, rebellion and the wild hunt. As an outlaw he doesn't count as a member of any pantheon so no one can join his cult with another.

Pantheon	None
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:	Skill (Killing), Damage (Spear), Damage (Axe), Toughness, Skill (Sneak/Hide), Pursue.

### 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 +4 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 dif 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, hits 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
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Missile Magic inflicting L2 air.
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### 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 to ¼, causing everyone in the area to move at ½ speed and to divide the range of thrown or 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
Hurts inflicted by the caster during the duration have -4 penalty instead of 2. Once inflicted the penalty remains till they are healed.			

Barbs	Range: Touch	Duration: 15 mins	PW: 3
Wounds inflicted by the caster's spear reduce MA by 2.			

## Grendetho: The Great Billygoat

Grendetho is the god of Kostaddi. He is known as Long-Runner, Raiser of Hills, Spear-Shaper and Three-in-One.

Pantheon	Celestial, Earth
Power:	Lesser
STATs	TO, CH
Trait	Courage
Skills:	Climbing, 2H Spear, Running, Outdoor Living
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Toughness, Extra Actions (2H Spear), Damage (2H Spear), Skill (Athletics).

### The First Aspect

Flee	Range: Self	Duration: 15 mins	PW: 1
The caster has +6 MA when fleeing.			

Get Food and Water	Range: 25 km	Duration: Instant	PW: 1
Caster knows the direction and distance to the nearest place food and water can be acquired by foraging. If the nearest source is guarded or defended the caster will realise this and know the next nearest and so on.			

Hide	Range: Self	Duration: 1 hour	PW: 1
Any attempt to spot the caster when hiding must also resist the magic.			

Live Outside	Range: Self	Duration: 12 hours	PW: 2
Caster can survive outside as well as a goat. S/he copes with extremes of temperature, tough food, lack of water, rough ground, wind and rain with little discomfit and no physical problems.			

**The Second Aspect**

Help Him Fight	Range: 20	Duration: 15 mins	PW: 1
Target (other than the caster) has +4 BD.			
Shelter Us	Range: 3 radius per	Duration: 4 hours per	PW: 1 per
Within the radius everyone is protected from natural extremes of climate including wind, rain and snow. Small animals such as poisonous snakes, rodents and insects cannot pass through the barrier at the edge and if inside are driven out.			
Bear Discomfit	Range: Self	Duration: 1 hour	PW: 1
Caster ignores penalties from hurts. S/he is at no penalty for any other effects which result from pain.			
Run Like a Goat	Range: Self	Duration: 1 hour	PW: 1
The caster can move on steep slopes, rough ground, brush, ice and snow with no penalties. S/he does not tire as a result of travelling.			

**The Third Aspect**

Get Me Out of Here	Range: Self	Duration: 1 hour	PW: 1
The effects only last as long as the caster is trying to escape. S/he has an extra action with any skill roll e.g. Sneak, Hide, Dodge, Climb, Jump, Swim. S/he has +8 to resist any magical or physical effect which is stopping him/her fleeing. If s/he has any hurts they are ignored. Any opportunity attack against the character is at -3. If there is no way to escape other than through enemies then these benefits still apply until the minimum number for an escape to be possible are eliminated.			
Hurled Spear	Range: Touch	Duration: 15 mins	PW: 1
Next time the target spear is thrown it ignores up to 3 points of penalties to hit from any cause and has +2 damage, +2 range and +2 null.			
Magic Spear	Range: Self	Duration: 15 mins	PW: 2
Caster's spear counts as enchanted and will damage creatures only damaged by enchanted/rune-metals. It has +2 null and +2 damage.			

**The Fourth Aspect**

Wrestle Mightily	Range: Self	Duration: 15 mins	PW: 2
Caster has +8 ST in hand-to-hand and for grappling and for resisting grappling.			
Strength of Earth	Range: Self	Duration: 15 mins	PW: 3
As long as the caster is touching the ground s/he regenerates 1 hit per turn as long as s/he is alive. This power does not heal wounds.			

**The Fifth Aspect**

Eat Anything	Range: Self	Duration: 1 hour	PW: 1
The caster can survive by eating anything – plants, rocks, soil, thorn-trees. S/he can eat poisonous or dangerous substances with no ill effects. For example the character could destroy a regenerating chaos monster such as a walktapus by devouring it or drink a bottle of poison. The character's bite is extremely powerful allowing him/her to chew up very strong things like wood and stone. Given time s/he can chew through doors or walls.			
Escape	Range: Self	Duration: Instant	PW: 1
This ability can be used even if the caster is mortally wounded or with less than 0 hits as long as s/he is not completely dead. The caster disappears into Grendetho's House in the otherworld. S/he will reappear 1 day later – not healed but no longer dying if s/he was- in the nearest Grendetho temple.			

**Hedkoranth: Thunder Brother**

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

Pantheon	Storm
Power:	Lesser
STATs	ST, DX.
Trait	Courage.
Skills:	Sling, Throw Rock, Tactics, Running



Advantages and Other Requirements	Must be male.
Disadvantages:	Vengeful.
Bonuses:	Skill (Sling or Throw Rock), Damage (Sling or Thrown Rock), Jump, Skill (Dodge), Sense(Enemies).

### The First Aspect

Stone Throwing	Range: Self	Duration: 15 mins	PW: 1
Caster can throw stones with a range modifier of 5.			
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.			
Call Clouds	Range: 10 radius per	Duration: 15 mins	PW: 1 per
Clouds cover the area making it like twilight.			

### The Second Aspect

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

Direct Hail	Range: 30 x 3	Duration: Instant	PW: 2
A sudden burst of hail 30 squares long and 3 wide flies from the caster. Anyone who fails to avoid takes L1 physical and L1 cold damage.			
Aid Throw with Wind	Range: Self	Duration: 15 mins	PW: 2
A stone thrown or slung by the caster 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 Hedrokanth 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.			
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.			
Summon Lesser Sylph	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Sylph to serve the caster .			
Storm Voice	Range: 100m	Duration: 15 mins	PW: 1
Caster can shout through wind and storm so that anyone can hear him within range.			

### The Fourth Aspect

Hurl Thunderstone	Range: 100	Duration: Instant	PW: 2
Caster makes a stone throwing attack against the target and if successful it takes L3 Physical.			
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.
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Turn Wind	Range: 1 km radius	Duration: 15 mins	PW: 2
The wind direction changes to that specified by the caster. If it was created by magic than its controller can resist.			

### The Fifth Aspect

Start Hailstorm	Range: 50 radius per	Duration: 5 turns per	PW: 3/per
A hailstorm begins in the radius. All ranged attacks except by Hedkoranth members are at -2 to skills and everyone in the area takes L1 physical and L1 cold damage each turn.			

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

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+1 per
Missile magic dealing L2+1 per Electricity damage to a max of L4.			

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 the storm pantheon per turn chosen at random must make a dif avoid or take L2 Electricity.			

## Helamakt: the Fighting Storm

Helamakt is one of the Thunder Brothers.

Pantheon	Storm
Power:	Lesser
STATs	PW, DX.
Trait	Courage.
Skills:	Dodge, Running, Jump, Scan.
Advantages and Other Requirements	Must be male.
Disadvantages:	Vengeful.
Bonuses:	Jump, Max(Dodge), Damage Reduction (Cold), Damage Reduction (Electricity), Damage Reduction (Physical), Magical Resistance (Storm).

### The First Aspect

Shield Attack	Range: 1	Duration: Instant	PW: 2
The caster must have a shield. This acts as a Missile Magic attack (at range 1) inflicting L2 Air damage.			

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.			

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

### The Second Aspect

Catch Arrows on Shield	Range: Self	Duration: 15 mins	PW: 2
The CV of the caster's shield counts as 4 higher against arrows only.			

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.			

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

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.			
Blow Down Foe	Range: 30	Duration: Instant	PW: 1/per
Missile Magic attack dealing L1 Air Damage per PW (max Aspect-1).			
Summon Lesser Sylph	Range: 10	Duration: 15 mins	PW: 2
Summons a Lesser Sylph to serve the caster.			
Storm Voice	Range: 100m	Duration: 15 mins	PW: 1
Caster can shout through wind and storm so that anyone can hear him within range.			

### The Fourth Aspect

Cutting Wind Blast	Range: 30 long x 3 wide	Duration: Instant	PW: 2
Anyone who can't get out of the area of effect takes L2 Air and L2 Cold damage.			
Entangling Gust	Range: 30	Duration: 15 mins	PW: 2
The target is surrounded by their own personal windstorm which follows them around. They must resist the caster's PW with ST each turn or is unable to move or take physical actions.			
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.			
Turn Wind	Range: 1 km radius	Duration: 15 mins	PW: 2
The wind direction changes to that specified by the caster. If it was created by magic than its controller can resist.			
Call Snow	Range: 1 km radius	Duration: 15 mins	PW: 4
Requires a 10 min dif ritual. Snow begins to fall in the radius. PW cost goes up by 2 and difficulty by 1 in Storm Season, by 4 and 2 in Sea or Earth Season and by 6 and 3 in Fire Season.			
Killer Rain Gale	Range: 30 radius per	Duration: 15 mins	PW: 3 per
All actions within the radius are at -1 and all ranged attacks at -3. Everyone in the area takes L1 Physical damage each turn.			

### The Fifth Aspect

Summon Greater Sylph	Range: 10	Duration: 15 mins	PW: 6
Summons a Greater Sylph to serve the caster.			
Snatch Breath	Range: 30	Duration: Instant	PW: 2
Target must resist or fall down and be unable to act for 2 turns.			
Searing Bolt	Range: 50	Duration: Instant	PW: 3
Missile Magic attack dealing L3 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 the storm pantheon per turn chosen at random must make a dif avoid or take L2 Electricity.			
Blinding Shadow	Range: 50 radius per	Duration: 15 mins per	PW: 1 per
A low ceiling of black clouds forms over the radius. Within the radius it is as dark as night.			
Falling Wind	Range: 50 radius	Duration: 15 mins	PW: 3
Any magic which causes wind in existence in the radius or created within the radius must resist the caster or be cancelled.			
Freezing Wind	Range: 50 long x 5 wide	Duration: Instant	PW: 3

All targets who fail to avoid the area take L2 air and L2 cold.
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### 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.

Pantheon	Lunar, Earth
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), Skill (Gymnastics), Unrelated Skill Bonus (Dance).
Allied Cults:	All Lunar Cults.

#### The First Aspect

Seductive Dance	Range: Self	Duration: 1 week	PW: 1
The caster can perform a dif dance to gain +3 seduction against an y target watching.			
Heal Minor Wound	Range: Touch	Duration: Instant	PW: 1
Heals 2 damage and a hurt on the target.			

#### The Second Aspect

Gain Skill	Range: Self	Duration: 2 hours	PW: 2
The character perform a 10 min difficult dance and gains any one skill at 2.			
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 +2 to all Social skills.			

#### The Third Aspect

Heal Serious Wound	Range: Touch	Duration: Instant	PW: 2
Heals 4 damage and a serious (but not mortal) wound inflicted on the target within the last 5 minutes.			
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. If a sentient creature is sacrificed as part of the ritual 100 acres are affected and crop yields are doubled.			
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 Edif 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 -2 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 Vdif 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 resist.			

### 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.

Pantheon	None.
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:	Skill (1H Cut and Thrust Sword), Skill (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.
+2 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 fencing when using a sword	Never lie
Sense Assassin added to Aspect	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 +2 null.	Own armour has value -1.
Double healing rate.	Drink no alcohol
Double PW recovery rate.	Never refuse a one-to-one challenge

**The First Aspect**

Shame Coward	Range: 20	Duration: Instant	PW: 1
Target who has failed a Fear check can save again.			
Sense Ambush	Range: Self	Duration: 1 hour	PW: 1
Anyone attempting to ambush the caster must resist or be detected.			
Sense Undead	Range: Self	Duration: 1 hour	PW: 1
The caster will automatically sense if there are any undead within 100m and know how close the nearest undead is.			
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.			
Sword Help	Range: Self	Duration: 15 mins	PW: 2
The caster can re-roll the result of any fumble (once) when using a sword. The caster ignores 2 fencing skill or CV from a shield.			
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**

Wound Vampire	Range: Self	Duration: 15 mins	PW: 2
The caster's sword deals full damage to vampires if it hits regardless of their state.			
Decapitate Zombie	Range: Self	Duration: 15 mins	PW: 2
If the caster's sword deals more than 1/5 of a zombie's hits in a single blow it is destroyed.			
Crumble Bones	Range: 20	Instant	PW: 1
Target animated skeleton takes 10 hits.			
Cut Deep	Range: Self	Duration: 15 mins	PW: 2
Any time the caster inflicts any damage through armour with sword s/he inflicts an extra 3 damage.			
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 BD and ignores the penalties from Hurts. His/her dodge and fencing skill don't add to defence.			

**The Third Aspect**

Strengthen Metal	Range: Touch	Duration: Permanent	PW: 1 permanent
Target sword has +3 to resist breakage. Requires a 6 hour dif ritual.			
Decapitate Foe	Range: Self	Duration: 15 mins	PW: 2
Any serious wound inflicted by the caster using a sword decapitates the target if it has a head.			
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 dif 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**

Cut Metal	Range: Self	Duration: 15 mins	PW: 3
Caster's sword has +4 null against metal armour and can also cut through metal objects. If the object is enchanted it can resist.			
Cut Stone	Range: Self	Duration: 15 mins	PW: 3
Caster's sword has +4 damage against stone creatures such as Mostali. It can also cut through stone objects. If the object is enchanted it can resist.			
Cut Wood	Range: Self	Duration: 15 mins	PW: 3
Caster's sword has +4 damage against wooden creatures such as Aldryami and +3 null against wooden armour. It can also cut through wooden objects. If the object is enchanted it can resist.			
Voice of Command	Range: Self	Duration: 1 hour	PW: 1
Caster has +2 leadership.			
Stand Fast	Range: 10 radius	Duration: 15 mins	PW: 3
Humakti within the radius cannot be forced back and have it takes +10 damage to knock them back.			
Orderly Retreat	Range: 100 radius	Duration: 15 mins	PW: 3
Targets can resist. Humakti within range are able to retreat in an orderly manner without disgrace or shame.			
Sever Relationship	Range: 1	Permanent	PW: 5
In a 3 hour vdfif ritual the caster breaks all of the willing targets relationships including those to cult, family, clan and tribe. The target no longer gains any benefits from the relationships but is immune to any magical reprisals.			
Imbue Sword with Magic	Range: Touch	Duration: Permanent	PW: 1 permanent per
Target sword is +1 damage +1 null per PW sacrificed up to +3 +3.			
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 vdfif ritual.			
Enchant Bronze	Range: Touch	Duration: Permanent	PW: 1 permanent
The caster enchants 1 set of bronze armour or one bronze weapon. Requires a 6 hour vdfif ritual.			
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 (no dice roll is made).			
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**

Enchant Banesword	Range: Touch	Duration: Permanent	PW: 2 permanent
Target sword deals +6 damage against one named creature type. Any creature of that type which tries to use the sword takes 6 damage per turn through all defences. Requires a 12 hour edif ritual.			
Slay Spirit	Range: 10 squares	Permanent	PW: 5
Target ghost or spirit must resist the spell or be destroyed.			
Fight to the Death	Range: Self	Duration: 15 mins	PW: 3
The caster is able to continue fighting until dead. S/he does not fall unconscious or become disabled from loss of hits and can even continue with a serious or mortal wound (ignoring disabled results) until death actually occurs.			
Weapon Destroyer	Self	Instant	PW: 2
This attribute is used when a sword blow strikes an enemy's weapon other than a sword 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 Orlanthei 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.

Pantheon:	Lunar
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.
NB:	Also the city goddess of Jillaro (Lesser City God).

#### The First Aspect

Bless Craft	Range: Self	Duration: 1 hour per	PW: 1/per
The user has +2 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 +3 magical armour and +3 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 by making a vdf resist Inclusion. 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 take L3 Lunar Damage unless they dodge out of the target area.			

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 active attributes that have no resistance roll e.g. effects on weapons or that target an opponent in melee. If the caster succeeds in resisting an attribute or spell then it is cancelled and its PW is added to the caster's. If the caster fails to resist Storm magic that normally has a resistance then the Absorb spell is cancelled. The caster can also reduce 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 has a resistance roll or water spirits and can resist active attributes that have no resistance roll e.g. effects on weapons or that target an opponent in melee. If the caster succeeds in resisting an attribute or spell then it is cancelled and its PW is added to the caster's. If the caster fails to resist water magic that normally has 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 vdif ritual then 1 year	PW: 6
The spell can only be cast in a Lunar city. Within the radius everyone has a +2 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 an edif 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 edif 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 -2 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 (other PCs or equivalent), or companions is killed, mortally wounded or knocked unconscious by an enemy the character adds any temporary PW they have left to his/her PW and ¼ of their original total hits to his/her hits. These totals cannot go above the character's own normal maximum. The character also gets +1 skill and +3 damage against the enemy who wounded or killed the friend.			

## Ingkot Axe-and-a-Half: Husband of Hwarin Dalthippa

Ingkot is the god of the foot soldiers of Sylia.

Pantheon:	Lunar
Power:	Minor.
STATs	BD, DX
Trait	Courage.
Skills:	Francisca, Thrown Francisca, Balance.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Damage (Francisca), Toughness, Knockback Resistance

### The First Aspect

Shield Help	Range: Self	Duration: 15 mins	PW: 1
Caster's shield has +2 CV and +6 hits.			

Lock Shields	Range: Self	Duration: 1 hour	PW: 1
As long as caster's shield is locked to at least one friend's s/he cannot be forced back and his/her shield has +2 CV.			

### The Second Aspect

Guard Armour	Range: Self	Duration: 15 mins	PW: 2
Caster armour is +4.			

Axe Help	Range: Touch	Duration: 15 mins	PW: 2
Target axe has +2 skill, +2 null and +2 range if thrown.			

### The Third Aspect

March Forward	Range: Self	Duration: 15 mins	PW: 1
As long as s/he is going towards the enemy the caster has +2 MA.			

Call Back Axe	Range: Touch	Duration: 15 mins	PW: 1
Target axe returns to the caster's hand when called travelling at 24 squares per turn.			

### The Fourth Aspect

Protection Against Water	Range: Self	Duration: 15 mins	PW: 1
Caster has +6 to resist water magic or spirits and 6/6 armour against water.			

### The Fifth Aspect

Axe Hits Hard	Range: Touch	Duration: 15 mins	PW: 1
Target axe deals L2 Physical in addition to other damage.			

Hold Out	Range: Self	Duration: Instant	PW: 1
Caster regains 2 hits. This does not heal wounds.			

## 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.

Pantheon:	Lunar
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)), Skill (Academic), Magical Resistance (Non-Lunar Magic), Sense (Magic and Anything Concealed by Magic).
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**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 skill 4 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 Magic	Range: Self	Duration: 1 hour/per	PW: 1/per
If the caster succeeds in resisting a spell, attribute or spirit 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, spirit or attribute cast at the character by a non-Lunar can be resisted whether it normally has a resistance or not. If resisted it 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.

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

**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 Dodge.			

**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
The target item looks 50% more valuable. It takes an edif search roll to spot the deception. Requires a 15-minute difficult ritual.			
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 vdiff ritual.	PW: 2.
The caster 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 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.			

**Jajagapa: Catcher of Souls**

Jajagapa is the dog headed god of the Underworld, who hunts and catches souls in his great net. He is invoked as a demon to hunt down enemies, for he can catch any soul, even great magicians. In Saird, he is an important god, ancestor and guide for the dead. He is also the ancestor of all dogs. He is shown as a tall muscular figure with a dogs head, wielding a sword and with a net full of captured souls.

Pantheon	Jajaloring
Power:	Lesser.
STATs	BD, DX.
Trait	Courage.
Skills:	2H Spear, Composite Bow, Running, Tracking.
Advantages and Other Requirements	Must be a Jajaloring male.
Disadvantages:	Low Social Status.

Bonuses:	Skill (2H Spear), Skill (Composite Bow), Toughness, Skill (Tracking), Damage (2H Spear).
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**The First Aspect**

Scout Foe	Range: Self	Duration: 1 hour	PW: 1
Caster has an extra action with sneak, hide and spot if they are being used to scout an enemy position.			

Smell Predator	Range: 100	Duration: 1 hour.	PW: 1
If any predatory carnivorous animal is upwind and within range the caster will detect it.			

Find Forage and Water	Range: 5 km	Duration: Instant.	PW: 1
The caste knows the nearest good source of forage for herd animals and the nearest suitable source of water/			

Bark of Alarm	Range: Self	Duration: 12 hours	PW: 2
Caster can make perception rolls to hear anyone approaching normally whilst asleep. He can also bark loudly like a dog.			

Slay Predator	Range: Self	Duration: 15 mins	PW: 1
The caster does an extra 1D damage against any predatory carnivorous animal.			

Tireless Pursuit	Range: Self	Duration: 1 hour.	PW: 1
Caster can run without tiring.			

Protect Master	Range: 30	Duration: 1 hour	PW: 1
The caster can take any amount of damage that his pack leader or other master has taken. This can reduce the wound level his master suffers and can inflict wounds on the caster.			

Spot Movement	Range: Self	Duration: 1 hour	PW: 1
Anyone moving within sight of the caster must resist or be spotted regardless of stealth or concealing magic.			

Hear Sound	Range: Self	Duration: 1 hour	PW: 1
Caster has an extra action with any perception skill using listening.			

Skulk Away Insolently	Range: Self	Duration: 1 hour	PW: 1
When caster flees he can choose to only move the minimum to stay out of reach of his opponent. This means that after a pursuit (as long as he has outdistanced his pursuers) he can stop just outside weapon reach instead of carrying on for a full flee move. As long as the flee move was at least 4 less than the maximum possible he is allowed to attack immediately after fleeing.			

Follow Master	Range: Self	Duration: 1 hour	PW: 1
The caster can follow his pack leader or other master keeping up with him even if s/he is riding a horse for example. The caster travels at the same MA as the master and does not tire or loose his way as long as the master does not. This also duplicates any magical movement ability the master is using so if the master flies so does the caster.			

Hounds Baying	Range: Self	Duration: 1 hour	PW: 1
Caster has +4 MA when pursuing.			

Great Bark	Range: 20	Duration: 3 turns.	PW: 1
The first time any target is within range when this attribute is used during a single day they must resist the caster's PW+BD with WP + Courage or be at -2 to all actions for the duration.			

Breed Dog	Range: Touch	Duration: -	PW: 2
Requires a 2 hour dif ritual. The caster can determine the best dogs to match to breed the required characteristics.			

Scare Cat	Range: 30	Duration: Instant	PW: 1
Target cat (including alynxes and bobcats but not panthers ,lions etc.) must resist or make an edif fear check.			

Summon Pack	Range: 10 km	Duration: Instant	PW: 1
All of the members of the casters pack within range hear the caster's howl for help and know the distance and direction to him.			

**The Second Aspect**

Tree Prey	Range: 100	Duration: Instant	PW: 1
Target must resist or fall out of a tree it is in unless it can fly.			

Swim Carrying Prey	Range: Self	Duration: 1 hour	PW: 1
The caster can swim at normal walking MA even if carrying another living thing or body up to his own weight.			
Startle Prey	Range: 30	Duration: Instant	PW: 1
Anything hiding within the radius must resist or jump up.			
Command Dog	Range: 20	Duration: 15 mins	PW: 1
Target dog must resist or obey the caster.			
Blend into Background	Range: Self	Duration: 1 hour	PW: 1
Caster has an extra action with sneak and hide.			
Defend Earth	Range: Self	Duration: 15 mins	PW: 2
Caster has +2 to any action defending an earth temple, holy place or cultist.			
Tears of Remorse	Range: 20	Duration: 15 mins	PW: 2
Target, who must have committed an evil act known to the caster, must resist or be overcome by tears of remorse and be at -3 to all actions.			
Harass Foe	Range: Self	Duration: 15 mins	PW: 1
Caster can make a full move, attack and then make a full move away without suffering an opportunity attack for breaking off combat or having to flee.			
Defend Pack	Range: Self	Duration: 15 mins	PW: 2
When operating as part of a pack the caster has +2 hits per pack member (including himself) who is still active when the magic is cast. These hits do not effect wound levels. Each time a pack member is disabled or killed he loses 2 hits.			

### The Third Aspect

Maker Herd Obey	Range: 100	Duration: 1 hour.	PW: 1
All herd animals (not ridden) within range must resist or obey the caster.			
Endure	Range: Self	Duration: 1 hour.	PW: 2
Caster takes no penalty from hurts and can run without tiring.			
Fight as One	Range: Self	Duration: 15 mins	PW: 1
This attribute allows Jajagapa worshippers to combine their attacks: <ul style="list-style-type: none"> <li>• The attacker at the front leads the attack and the number of action he has determines the number of actions they have collectively. He must have cast the attribute.</li> <li>• All attackers must either be adjacent to the target or to the caster leading the attack and must be Jajagapa pack members.</li> <li>• All the attacks must be of the same type.</li> <li>• The chance to hit is the lowest hit chance of the attackers.</li> <li>• If the attack hits the null is normal but the damage is +1D per attacker after the first.</li> </ul>			
Form Pack Ritual	Range: -	Duration: Permanent	PW: 1p
In a 10 hour dif ritual the caster becomes the leader of a pack. Up to 11 other Jajagapa worshippers may be part of the pack and take part in the ritual. Each must sacrifice 1 permanent PW. From then on magic which effects the pack will effect them all. The total PW sacrificed forms a pool of power for the caster which is available to use Jajagapa attributes but cannot be used for anything else. It recovers in full each midnight. The ritual can be used again to add more mebers or PW to the pack.			
Cast Out of Pack Ritual	Range: -	Duration: Permanent	PW: 3
In a 30 mins dif ritual the caster, who must be the leader of a pack, casts the target out of the pack. The target must have betrayed the pack. The PW that the target had put into the create pack ritual stays in the pack.			
Pack Chase	Range: 12	Duration: 1 hour	PW: 1
This attribute allows Jajagapa worshippers to combine their pursuit: <ul style="list-style-type: none"> <li>• The pursuer at the front leads the chase and the pursuit uses his abilities. He must have cast the attribute.</li> <li>• Each pack member who wishes to join the pursuit must be within 12 squares as it begins.</li> <li>• The whole pack travels at the same speed until the end of the pursuit.</li> </ul>			
Silent Approach	Range: Pack Members	Duration: 15 mins	PW: 1

Caster all members of his pack do not make any noise for the duration unless they wish to.			
Hunt Far and Wide	Range: Pack Members	Duration: 1 hour	PW: 1
Pack members must be within 12 squares when the attribute is used but then can split up to hunt for an enemy. If any of them finds the enemy or its trail he may call the rest of the pack who will arrive in 3 turns from any distance.			
Howl For Blood	Range: 20	Duration: Instant	PW: 1
The first time they are in range of this attribute in a combat all enemies must resist fear at a level equal to the caster's PW +1 for each pack member after the first.			
Rally Pack	Range: Pack Members	Duration: Instant	PW: 2
All pack members who are currently suffering from fear can save again with a +4 advantage.			

### The Fourth Aspect

Summon Aid	Range: 10 km	Duration: Instant	PW: 1
All Jajalorings within range hear the caster's howl for help and know the distance and direction to him.			
Swear Loyalty	Range: Touch	Duration: Permanent	PW: 3
In a 5 minute dif ritual the target voluntarily swears loyalty to the caster. If the target betrays the caster s/he immediately takes 4D damage through all defences.			
Tear Apart Tree	Range: Touch	Duration: Instant	PW: 2
Target wooden living thing (e.g. tree, Aldryami) must resist or take a cutting serious wound along with the minimum number of hits required to deal such a wound. Target non-living wooden thing (e.g. weapon, palisade post, door plank) must resist or break. NB: only works on one object at a time so if a door is made of 4 planks it will shatter one of them which is often enough to open the door anyway.			
Follow Invisible Trail	Range: -	Duration: 10 hours	PW: 1
The target who must have been within 10 squares of the location where the caster is standing must resist or the caster can follow their trail even if it is invisible or physically non-existent.			
Smell Foe's Weakness	Range: 10	Duration: 15 mins	PW: 1
Target must resist or the caster gets +2 to any action against them.			

### The Fifth Aspect

Sword of Judgement	Range: Touch	Duration: Instant	PW: 2
If the target Jajaloring, recognised guest or any leader to whom the caster has sworn loyalty have broken the laws of the Jajalorings or betrayed their followers s/he must resist or die.			
Death Bite	Range: 100	Duration: Instant	PW: 0
This ability can be used immediately for no actions if the caster has just been killed. Target foe must resist or die.			
Spirit Net	Range: -	Duration: Permanent	PW: 0
Target net is turned into a spirit net in a 10 hour edif ritual. The caster can only have one such net at a time and only he can use it. The net can hold any number of spirits who have been bound into it but they cannot be used for any purpose other than to be turned into Ghost Hounds using the correct attribute. The only way a spirit can escape the net is if the net is deliberately cut or opened to allow this in which case all the spirits inside escape at once.			
Bind Spirit	Range: 1	Duration: Instant	PW: 1
Target disembodied spirit must resist or be bound into the caster's Spirit Net.			
Spirit Pack	Range: 1	Duration: Permanent	PW: 1p
In a 3 hour edif ritual target ghost or spirit which is caught in the caster's spirit net is added to the caster's spirit pack. The caster can have one such spirit pack member for every 5 PW he has. The spirits in the pack always count as Ghost Hounds with their former IQ and PW but no other abilities. A Ghost Hound can be commanded to attack any disembodied ghost or spirit including bound or allied spirits within 20 squares of the caster. It attacks using spirit combat. If it reduces a disembodied spirit to 0 PW it is disabled and one turn later it will be dragged back to the caster. If the Ghost Hound is reduced to 0 PW it will slink back to the pack until it recovers its PW.			
Rend Spirit	Range: 1	Duration: Instant	PW: 1
Target spirit must resist or be drained of D PW.			



Smell Spirit	Range: 100	Duration: 15 mins	PW: 1
The caster knows the direction and PW of all disembodied spirits within range.			

Bind Spirit	Range: 1	Duration: Instant	PW: 1
Target spirit must resist or be bound into the caster's Spirit Net.			

### Karndarsal: Warrior of Pelanda

Karndarsal is the Pelandan warrior-lion god.

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

#### The First Aspect

Lion's Roar	Range: Self	Duration: 15 mins	PW: 1
Caster causes Average or 1 level higher 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 -3 to Perception and does not realise magic has been cast on him/her. Use of this attribute is invisible.			

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 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 +3 damage and +3 null.			

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

Unsettle Foe	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target is at -4 to all fear checks			

#### The Fourth Aspect

Slashing Paw	Range: Self	Duration: 15 mins	PW: 2
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Caster has Claws and counts as Skill 6 with them (or +2 skill if already 5 or higher).
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Lion Shield	Range: Touch	Duration: 15 mins	PW: 2
Caster's shield has +2 CV and +4 Pts.			

Confound 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.			

## Kastok: Cavalry General.

Pantheon	Celestial
Power:	Lesser.
STATs	IQ, DX.
Trait	Courage
Skills:	Riding, Composite Bow, Lance, Tactics
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Skill (Tactics), Actions (Bow), Skill (Riding), Damage (Lance)

### The First Aspect

Steady Spear	Range: Self	Duration: 15 mins	PW: 2
Caster has +2 Skill, +2 Damage and +2 Null when using a spear from horseback.			

Firm Seat	Range: Self	Duration: 15 mins	PW: 1
8 more damage is required to knock-back the caster when mounted and if a riding throw would result in falling off it can be rolled again but this cancels the attribute.			

Sagittus Shot	Range: Self	Duration: 15 mins	PW: 2
When shooting with a bow the caster ignores 2 to hit penalty and has +2 damage and null.			

### The Second Aspect

Find Campsite	Range: Self	Duration: 1 hour	PW: 1
The caster counts as Skill 6 in Outdoor Living for finding a suitable campsite.			

Fronan Stamina	Range: Self and Mount	Duration: 2 hours	PW: 1
The caster and his mount can gallop tirelessly.			

Shattering Charge	Range: Self	Duration: 15 mins	PW: 2
When charging on horseback the caster's mount has +6 MA and any lance damage whilst charging is +5.			

### The Third Aspect

Intimidate Nomad	Range: 50	Duration: 15 mins	PW: 1 per
One nomad per PW used must resist or be intimidated and at -2 to all actions against Kastok worshippers.			

Kastok's Hobble	Range: 50	Duration: 15 mins	PW: 1
Target riding animal or its rider if s/he is present must resist or the animal has a MA of 1.			

Speed of Vuanso	Range: Self and Mount	Duration: 15 mins	PW: 2
When riding his/her mount the caster gives his mount +6 MA.			

**The Fourth Aspect**

Bolster Morale	Range: 30	Duration: 15 mins	PW: 3
All of the caster's subordinates within range have +4 to Courage.			

Pierce Spirit	Range: Self	Duration: 15 mins	PW: 2
When shooting the caster's bow drains D5 PW from any disembodied entity on each hit. When shooting against a target with active spirit spells the target must resist or one at random is cancelled. This occurs before damage is inflicted.			

**The Fifth Aspect**

Turn Arrow Ritual	Range: Touch	Duration: 24 hours	PW: 6
In a 1 hour edif ritual the caster causes the target to turn arrows. Any time an arrow is going to hit the target or his/her mount s/he gets a resistance roll against the shooter and if successful the arrow flies back to automatically hit the shooter.			

Inspire Loyalty	Range: Self	Duration: Permanent	PW: 0
The caster has an extra action with Leadership and Oratory.			

## Lightning Eagle: Rinliddi Lightning Storm

An air god of Rinliddi

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

**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 +3 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
Missile magic inflicting 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 Dif Fear.			

Eagle Heart	Range: Self	Duration: 1 hour	PW: 3
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Caster can re-roll any failed fear check.
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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
Missile magic inflicting L4 Electricity.			

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.

Pantheon	Celestial
Power:	Lesser.
STATs	BD, CH.
Trait	Courage.
Skills:	Long Thrusting Spear, Dodge, Seduction, Jump.
Advantages and Other Requirements	Must be male.
Disadvantages:	Lustful.
Bonuses:	Skill (Spear), Skill (Speed), Skill (Seduction), Enchanted Armour, Toughness.

### The First Aspect

Gold Skin	Range: Self	Duration:15 mins	PW: 1
The character has +12 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. It is not damaged by fire.			

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 dif adjDX skill roll if the object is in hand or avg 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 +3 null and reduces minimum armour by 3.			

### The Third Aspect

Flame Skin	Range: Self	Duration:15 mins	PW: 1
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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.
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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 regains 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
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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.

Pantheon	Earth
Power:	Lesser.
STATs	TO, 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.

#### 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 +4 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 +14 skin but cannot wear any other 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 vdif Balance or fall taking L3 Physical damage, being carried 10 squares (or to the end of the slide) and trapped requiring edif 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 vdiff 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 vdiff 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 is favoured in celestial lands.

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

### The First Aspect

Endure Scorn	Range: Self	Duration: 1 hour	PW: 1
The character has +4 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 -4.			

### 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 make an edif TO skill roll 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.

Pantheon	Storm
Power:	Lesser.
STATs	BD, DX.
Trait	Traditional.
Skills:	Animals, Sneak, Javelin, Climb.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Skill (Javelin), Skill (Perception), Toughness, Skill (Survival).



**The First Aspect**

Bear Foraging	Range: Self	Duration: 1 hour	PW: 1
The character has a +3 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 +3 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 4 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 dif 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 +3 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 seriously or 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, chiefs and thanes.

Pantheon	Storm, Lightbringers
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Power:	Greater.
STATs	ST, DX.
Trait	Traditional.
Skills:	Leadership, Law, Persuasion, Sword.
Advantages and Other Requirements	Must be male and a thane, chief or king.
Disadvantages:	Vengeful.
Bonuses:	Extra Actions (1H Cut and Thrust Sword), Skill (Social), Skill (Athletics), Damage (1H Cut and Thrust Sword), Damage Reduction (Air or Electricity).

### The First Aspect

Sense Dishonour	Range: 1	Duration: Instant	PW: 1
The target can resist. The caster knows if the target has dishonoured the bloodline, clan or family he leads though not exactly in what way. This affinity can only be used once per dishonourable act.			
Cast Out of Clan/Tribe	Range: Any	Duration: Permanent	PW: 1
In a 2 hour dif ritual the target is cast out of the clan/tribe and made an outlaw. The target no longer benefits from the clan's wyrtter or other blessings nor does his/her actions effect the clan's relationships. The target must have been declared an outlaw in a clan moot.			
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 enchanted armour against cold attacks.			

### The Second Aspect

Call Wind	500m radius	Duration: 10 mins/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 enchanted armour against fire attacks.			
Lead by Example	Range: Self	Duration: 15 mins/per	PW: 1/per
As long as the caster is leading by example his followers gains +3 to trait checks when following him.			
Silencing Bellow	Range: 100m	Duration: 15 mins.	PW: 1
All of the caster's followers and subordinates within range must resist or shut up and listen for the duration.			
Instil Pride in Clan	Range: 5	Duration: 1 day/per	PW: 1/per/per target
In a 10 minute dif ritual the target clan members have a +2 advantage to any trait rolls when supporting the clan.			

### The Third Aspect

Determine Kinship	Range: 50	Duration: Instant	PW: 1
The target/s can resist. The caster knows the exact kinship relationship between the targets.			
Summon Followers	Range: 100 km	Duration: Instant.	PW: 5
In a 20 min difficult ritual the caster sends a magical message to any or all of his subordinates within range to be at a specified location at a specified time.			
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 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

Bless Building	Range: Touch	Duration: 1 year/Permanent	PW: 5/1 permanent
In a 2 hour dif ritual the caster blesses a building. The building is stronger and is resistant to storm, flood and fire,			
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.
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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 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.			

### The Fifth Aspect

Command Storm Worshippers	Range: 50m	Duration: 1 hour	PW: 3
All storm pantheon worshippers of 2 aspects lower than the caster and part of the caster's tribe, clan or bloodline depending on the level of his authority, 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 and part of the caster's tribe, clan or bloodline depending on the level of his authority, must resist or obey the caster's orders which must be reasonable and in line with the Lightbringer's beliefs.			

Know True Motive	Range: 20	Duration: Instant	PW: 2
The target can resist. The caster understands the true motive of the target.			

Invoke Wyrter	Range: -	Duration: 15 mins	PW: 2
In a 2 hour edif ritual the caster summons the wyrter of the clan and can discuss events on the tula with it, ask its advice and for its support.			

## 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. He is the god of the Pole Star.

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

### 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 +3 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 +4 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 +3 CV, +6 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.			

### Rigsdal: The Night Watchman

Rigsdal is god of guards. Orlanthi say he is the pole star but the god learners said he was a sky captain who joined Orlanth.

Pantheon	Storm
Power:	Lesser.
STATs	IQ, DX
Trait	Traditional
Skills:	Scan, Spear and Shield, Javelin, Tactics
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Skill (Scan), Extra Actions (Scan), Damage Reduction (Cold), Knockback Resistance.

#### The First Aspect

Ignore Distraction	Range: Self	Duration: 6 hours	PW: 1
Caster can make perception rolls without penalty even if distracted by something e.g. being in a fight, talking to someone etc.			

See Far	Range: Self	Duration: 6 hours	PW: 1
Caster has x10 magnification at will on vision.			

Awakening Shout	Range: 100 metres	Duration: Instant	PW: 1
The caster's shout awakens everyone within the radius and warns them of danger.			

Hear Any Sound	Range: Self	Duration: 6 hours	PW: 1
Caster has +1 action and +3 skill with any perception roll using hearing.			

Night Vision	Range: Self	Duration: 6 hours	PW: 1
Caster has Night Vision.			

#### The Second Aspect

Sleep with One Eye Open	Range: Self	Duration: 12 hours	PW: 1
The caster can sleep with one eye open. His perception rolls are only at -2 whilst sleeping in this way.			

Resist Temptation	Range: Self	Duration: 1 hour	PW: 1
Caster has +6 to resist Persuasion and +8 to resist mind-affecting magic.			

Resist Doubts	Range: Self	Duration: 1 hour	PW: 1
Caster can use Traditional to make Fear checks.			

Illuminate Battlefield	Range: Self	Duration: 15 mins	PW: 2
The caster illuminates a radius of 5 squares like daylight and 10 squares like twilight.			

#### The Third Aspect

Falling Star Javelin	Range: 500 metres	Duration: 5 mins	PW: 1
The caster throws a javelin which flies far up into the sky and illuminates like a flare before descending slowly taking 5 mins. The light illuminates a radius of 300 metres like twilight and can be seen from far away as a signal.			

Stay at Your Post	Range: 20	Duration: 15 mins	PW: 1
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The target can resist. Target friendly storm pantheon worshipper is unable to flee from his post even if he has failed a fear roll.
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Remind of Duty	Range: 5	Duration: 12 hours	PW: 1
The target can resist. Target friendly storm pantheon worshipper has +3 courage and is unable to drink alcohol or fall asleep.			

#### The Fourth Aspect

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

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

#### The Fifth Aspect

Sense Approaching Enemy	Range: Self	Duration: 12 hours	PW: 1
Approaching enemies within 100 metres must resist the caster or be detected.			

Never Sleep	Range: Self	Duration: 1 hours per	PW: 1 per
Caster can go without sleep for the duration without ill effects. When the spell ends s/he only needs to sleep for one full day (12 hours of daytime) to be completely refreshed.			

## 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:	Usually Minor but some large rivers (e.g. Oslira, Sky River Titan, River of Cradles) are Lesser.
STATs	IQ, DX.
Trait	Cautious.
Skills:	Swim, Boat, Foraging, Outdoor Living.
Advantages and Other Requirements	None.
Disadvantages:	None.
Bonuses:	Skill (Survival, Perception, Nature Lore, Athletics in River Valley), Skill (Dodge), Damage (Trident) – Lesser River gods have another bonus.
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.			

## Sakkar: Eater of Men

Sakkar is the sabre-tooth god of fear and death.

Pantheon	Celestial
Power:	Lesser.
STATs	ST, DX.
Trait	Cunning.
Skills:	Javelin, Ambush, Sneak, Rhomphia.
Advantages and Other Requirements	None.
Disadvantages:	Feared and distrusted.
Bonuses:	Skill (Ambush), Damage (Javelin), Damage (Rhomphia), Fear, Extra Actions (Sneak).

**The First Aspect**

Huge Bound	Range: Self	Duration: Instant	PW: 1
Caster leaps forward up to Aspect x 15 squares forward but no more than 5 up and must land on the ground.			

No Print	Range: Self	Duration: 1 hour	PW: 1
The caster leaves no tracks.			

No Scent	Range: Self	Duration: 15 mins	PW: 1
Caster has no scent and cannot be detected or tracked by scent.			

Careful Approach	Range: Self	Duration: 15 mins	PW: 1
Caster has an extra action with Ambush.			

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

**The Second Aspect**

Bleeding Wounds	Range: Self	Duration: 15 mins	PW: 1
Any hurt or serious wound inflicted by the caster with a sharp weapon bleeds 1 hit per turn.			

Terror	Range: 30	Duration: Instant	PW: 1
Target must resist Fear at against the caster's PW + Aspect.			

Bounding Run	Range: Self	Duration: 15 mins	PW: 1
Caster has +2 MA			

Understand Wilderness	Range: Self	Duration: 1 hour	PW: 1
Caster has an extra action with Survival.			

**The Third Aspect**

Pierce Armour	Range: Self	Duration: 15 mins	PW: 1
Any weapon used by the caster has +4 null.			
Sakkar Hide	Range: Self	Duration: 15 mins	PW: 1
Caster has +3 armoured skin.			
Leap from Ambush	Range: Self	Duration: Instant	PW: 1
If a target has failed to spot the caster s/he can leap up to 20 squares onto them ending in hand-to-hand with +8 knockdown. The target does not get a dodge or opportunity attack. The caster can immediately attack in hand-to-hand.			

### The Fourth Aspect

Pass Unseen	Range: Self	Duration: 15 mins	PW: 1
Anyone attempting to spot the caster must resist this magic in order to succeed.			
Terrible Wound	Range: Self	Duration: 15 mins	PW: 1
When the caster has hit a target with a sharp weapon the target's TO counts as being 6 less for determining wound levels.			
Bite Ghost	Range: 1	Duration: Instant	PW: 1
Target ghost must resist or be banished to the otherworld.			
Spot Hidden	Range: 50	Duration: Instant	PW: 1
All hiding targets within range must resist or be spotted.			

### The Fifth Aspect

Rend Rock	Range: Touch	Duration: Instant	PW: 1
Target stone object such as a stone door, boulder or wall must resist or shatter.			
Death	Range: Touch	Duration: Instant	PW: 2
The target must resist or die.			
Wave of Fear	Range: 20	Duration: Instant	PW: 1
Anyone within 20 squares and in-front of the caster must make a Fear check at 2 levels harder than the circumstances would usually require. Only works on each target once per combat.			

## 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. Sedenyic religion is complex with the lower aspects representing Ruffelza with initiates progressing to worship Natha or Sedenya as they progress in understanding.

Pantheon	Lunar, Celestial
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), Skill (Magical), Embrace Contradictions (Trait Bonus (All Traits)).



### The First Aspect

Avenging Fury	Range: Self	Duration: 1 hour	PW: 1
If the caster has been unjustly or illegally attacked s/he has +2 to all actions against the perpetrator.			
Make Scared	Range: 20	Duration: 15 mins	PW: 1
The target can resist. The target is scared and must make Edif Fear roll.			



Make Dizzy	Range: 20	Duration: 15 mins	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 mins	PW: 1
As long as the caster takes no hostile action s/he has a Trait Defence (Courage) Edif.			
Heal Light Wound	Range: Touch	Duration: Permanent	PW: 1
The target regains 2 hits and has one hurt 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 +2 on all social skills.			

### The Second Aspect

Strike Enemy	Range: 20	Duration: Instant	PW: 1
The target can resist. The target takes D through armour.			
Control Chaos Creature	Range: 20	Duration: 15 mins	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 mins	PW: 1
The target blade glows with red moonlight. It is +2 skill and damage on the crescent moons, +3 skill and damage on the half moons and +4 skill and damage on the full moon.			
Red Armour	Range: Touch	Duration: 15 mins	PW: 1
The target glows with red moonlight and has +2 magic armour on the crescent moon, +4 magic armour on the half moon and +5 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 hurt inflicted in the last 5 mins on the half moon and 4 damage and a serious wound inflicted in the last 15 mins on the full moon.			
Drive Away Spirit	Range: 20	Duration: 15 mins	PW: 1
The target disincorporate spirit can resist. The target spirit must flee the caster for the duration.			

### The Third Aspect

Depart Otherworld	Range: Self	Duration: Instant	PW: 5
The caster disappears from any otherworld to reappear where s/he set off from. If s/he is imprisoned by magic then a resistance roll is allowed.			
Cut Otherworld Entity	Range: Self	Duration: 15 mins	PW: 2
The caster's curved blade deals damage to any otherworld or supernatural entity even if it would normally be immune. If it has no hits (e.g. a spirit with only PW) then a hit drain D5 PW from the target. If the entity would normally be damaged by a weapon attack then the attack inflicts +4 damage.			
Cutting Edge	Range: Self	Duration: 15 mins	PW: 3
When using a curved blade the caster has +3 armour null and reduces the minimum protection of armour by 3. Any weapon struck by the caster's blade has -2 to its breakage save. Any object which is neither animate or worn or carried by an animate creature which is less than half as thick as the blade is long is automatically cut through. If it is enchanted or protected by a supernatural guardian then it can resist.			

Dance Past Blades	Range: Self	Duration: 15 mins	PW: 2
The caster uses Dance skill as Dodge.			
Devastating Riposte	Range: Self	Duration: 15 mins	PW: 2
The caster can always attempt a parry/riposte with a curved blade at no cost in actions.			
Perfect Balance	Range: Self	Duration: 15 mins	PW: 1
The caster can balance perfectly on any surface no matter how narrow. S/he automatically succeeds in any balance roll. S/he never falls over as a result of knockback.			
Hurt What I Healed	Range: 50	Duration: Permanent	PW: 1
Any healing the caster has done to the target of any kind e.g. physical, magical, social or to relationships, within the last year is cancelled with all ill effects returning instantly.			
Heal What I Hurt	Range: Touch	Duration: Permanent	PW: 1
Any damage or harm of any kind e.g. physical, magical, social or to relationships, inflicted by the caster on the target is healed.			
Cure Madness	Range: Touch	Duration: Permanent	PW: 5
In a 6 hour vdiif 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 vdiif ritual the caster heals all of the target's damage and any hurts or serious (but not mortal) wounds. Mortal wounds count as treated.			
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 +6 magic armour and +6 to resistance against otherworld creatures.			
Resist Elements	Range: Touch	Duration: 1 day	PW: 2
The target has +8 armour against elemental attacks.			

### The Fourth Aspect

Assess Appropriate Restitution	Range: -	Duration: Permanent	PW: var
In a 1-hour vdiif ritual the goddess determines the appropriate restitution between aggrieved parties. The caster and each party may sacrifice any number of temporary PW into the ritual. Once restitution has been made if either party continues with the dispute they must immediately resist the full power of the ritual or be drained of 1 CH per point failed by to a minimum of 1. The only way to get the CH back is make restitution again.			
Distant Healing	Range: 30	Duration: Permanent	PW: 1
The target has 1 damage healed on the crescent moon, 2 damage and a hurt inflicted in the last 5 mins on the half moon and 4 damage and a serious wound inflicted in the last 15 mins 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 +4 Social skills with them.			

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 add ½ his/her Inclusive skill to AdjDX to a maximum of +8.			
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 discorporate in the manner of a shaman. His/her body remains in a trance whilst s/he is discorporate.			
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. It is often worshipped, especially at higher levels, alongside the cults of one of its constituent deities: Irripi Ontor, Deezola, Yanafal Tarnils, Jakaleel or Danfive Xaron. Often members at lower levels focus on the cult of Teelo Norri who is the goddess of the poor and weak and provides them with charity and support.

Pantheon	Lunar
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.

**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 hurts, the 4-point version heals serious wounds inflicted in the last 5 minutes, otherwise treats them, and the 6-point version heals mortal wounds inflicted within the last 5 mins, otherwise treats them.			

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 Edif 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 -4 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.

Pantheon	Celestial
Power:	Lesser.
STATs	ST, CH
Trait	Courage
Skills:	2H Spear, Bow, Scan, Balance.
Advantages and Other Requirements	Must be male.
Disadvantages:	Aggressive.
Bonuses:	Toughness, Enchanted Armour, Skill (Speed), Return from Death, Fear.

**The First Aspect**

Crushing Mace Blow	Range: Self	Duration: Instant	PW: 1
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Used for no actions following a hit with a mace. The hit does +4 damage.			
Strength of Shargash	Range: Self	Duration: 15 mins	PW: 1
Caster has +4 ST.			
Rage of Shargash	Range: Self	Duration: 15 mins	PW: 1
Caster has +8 ST, +8 Courage, and downgrades any wound taken by a level i.e. a hurt is ignored, a serious wound becomes a hurt. His dodge or fencing skills do not count.			
Charge	Range: Self	Duration: 15 mins	PW: 1
Caster has +4 MA when charging.			

### The Second Aspect

Fight Whilst Injured	Range: Self	Duration: 15 mins	PW: 1
Caster takes no penalty from hurts and ignores any disabled result from a serious wound or from loss of hits. He can fight on until killed outright.			
Violent Spear	Range: Touch	Duration: 15 mins	PW: 1
Caster's spear deals +3 damage +3 null.			
Bow of Light	Range: Touch	Duration: 15 mins	PW: 2
Caster's bow has +3 skill.			
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

Shield Help	Range: Self	Duration: 15 mins	PW: 1
The caster's shield has +2 CV and +10 hits.			
Smash Many At Once	Range: Self	Duration: 15 mins	PW: 1 per
The caster can make one attack with a blunt weapon per action against each enemy adjacent.			
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 melee 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 vdfif ritual the caster has scars providing 2 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

Crack Earth	Range: 20	Duration Instant	PW: 4
Creates a fissure 1 square wide and 8 squares long. Any target in the area must avoid it or fall down the fissure, which is 8 squares deep, and step sided. When created the fissure will be filled with L2 fire which will last for 15 mins. Any parts of building the fissure passes through will collapse into the fissure.			
Smash Shield Wall	Range: 30 -3 radius	Duration: Instant	PW: 3
All targets in radius of effect must resist the caster's PW with ST or be knocked down and thrown to the edge of the radius taking L1 Physical.			

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
Missile magic inflicting 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 make a Edif ST roll 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 even when the radius is left until s/he can make a Vdif adjDX roll.			
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 ADif ST or be thrown 40m into the air. Anyone within 3 squares must roll EDif ST each turn or be unable to move and be pulled 1 square closer. Anyone within 6 squares must roll Dif ST. Anything in a tornado square also takes L3 fire damage.			
Janata the Killer Bolt	Range: 100 x 3	Duration Instant	PW: 10
All targets in a line 100 long and 3 wide staring from the caster take L4 Fire damage.			

## Sky River Titan: The First River

Sky River Titan is a lesser river god. He has an extra bonus – Resist Magic (Chaos) and the following special attributes:

### The First Aspect

Swim Upriver	Range: Self	Duration: 1 hour	PW: 1.
The caster can swim upriver at an MA of 8.			
Hate Chaos	Range: Self	Duration: 15 mins	PW: 1.
The character has +3 skill and +3 damage against chaos creatures.			

### The Second Aspect

Wash Enemy Downriver	Range: 20	Duration: 15 mins	PW: 2
Target who must be within 5 squares of the River must resist or be washed downriver for the duration.			
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
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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 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.			

## Starkval the Weaponthane

Starkval is the storm pantheon god of weaponthanes and the leader of the fyrd.

Groups	Storm Pantheon
Power:	Lesser.
STATs	IQ, CH.
Trait	Courage.
Skills:	Oratory, Leadership, Strategy, Tactics
Advantages and Other Requirements	Must be male.
Disadvantages:	Vengeful.
Bonuses:	Extra Actions (Military Lore), Skill (Tactics), Skill (Leadership), Skill (Oratory), Moral Boosting, Toughness.
Allied Cults:	Storm Pantheon.

#### The First Aspect

Sense Dishonour	Range: 1	Duration: Instant	PW: 1
The target can resist. The caster knows if the target has dishonoured the bloodline, clan or family he leads though not exactly in what way. This affinity can only be used once per dishonourable act.			

#### The Second Aspect

Lead by Example	Range: Self	Duration: 15 mins/per	PW: 1/per
As long as the caster is leading by example his followers gains +3 to trait checks when following him.			
Silencing Bellow	Range: 100m	Duration: 15 mins.	PW: 1
All of the caster's followers and subordinates within range must resist or shut up and listen for the duration.			
Instil Pride in Fyrd	Range: 5	Duration: 1 day/per	PW: 1/per/per target
In a 10 minute dif ritual the target fyrd members have a +3 advantage to any trait rolls when supporting the fyrd.			

#### The Third Aspect

Fight Giants	Range: Self	Duration: 15 mins	PW: 2
The caster has +3 dodge against giant attacks, +6 courage against giants and his attacks deal +6 damage against them.			

#### The Fourth Aspect

Spear Help	Range: Touch	Duration: 10 mins	PW: 1
When wielding a spear the caster gets +2 damage, +2 null, cannot fumble with the weapon and cannot have the weapon broken.			

#### The Fifth Aspect

Lead Fyrd	Range: fyrd members	Duration: -	PW: 1/per 10
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The caster can use the Fight Giants, Fight Uz, Spear Help or Turn Blow attributes to affect 10 members of the fyrd per extra point of PW used when each is cast.

### Taral Kuvindas: Orogeria's Falcon

A Lunar goddess who was once a Dart Warrior.

Pantheon	Lunar, Celestial
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:	Skill (Bow), Skill (Running), Damage (Bow), Skill (Tracking), Magical Resistance (Non-Lunar Magic).

#### The First Aspect

Sense Foe's Presence	Range: Self	Duration: 1 hour	PW: 1
Caster can make vdlf 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 dodge skill or fencing when attacking an opponent.			
Cut Through	Range: Self	Duration: 15 mins	PW: 1
Caster's melee weapons have +3 null and if they hit a shield deal +6 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 2 figures.

### 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 +3 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.			

## Tatouth the Scout

Tatouth is the Storm Pantheon god of scouts and one of the Thunder Brothers.

Pantheon	Storm
Power:	Lesser.
STATs	ST, DX.
Trait	Cunning.
Skills:	Tracking, Sneak, Hide, Scan.
Advantages and Other Requirements	Must be male.
Disadvantages:	Vengeful.
Bonuses:	Extra Actions (1H Cut and Thrust Sword or 1H Axe), Skill (Javelin), Skill (Tacking), Skill (Scan), Skill (Sneak and Hide).

### The First Aspect

Armour of Woad	Range: Self	Duration: 10 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.			

Remember Route	Range: Self	Duration: 1 hour per	PW: 1/per
The caster can exactly retrace any route he has ever travelled before.			

### The Second Aspect

Flickering Blade	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword the caster gets +2 skill and subtracts 2 from opponent's skill if s/he is defending using Fencing or 1 from CV if defending with a shield.			

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.			

Long Seeing	Range: Self	Duration: 1 hour	PW: 1
Caster can see five times further than normal and has an extra action with Scan.			

**The Third Aspect**

Leaping Shield	Range: Touch	Duration: 10 mins	PW: 1
The casters shield is enchanted to have +4 hits and +2 CV.			
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.			
Leap Over Obstacle	Range: Self	Duration: Instant	PW: 1 per
The character can leap over an obstacle 10m wide or high per point of PW used.			
Rock Jumping	Range: Self	Duration: 1 hour	PW: 1
The caster can leap over or on top of any rock (that is stone not attached to bedrock) such as boulders or walls in a single action.			

**The Fourth Aspect**

Sword or Axe Help	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword or axe the caster gets +2 damage, +2 null, cannot fumble with the weapon and cannot have the weapon broken.			
Overbear Foe	Range: Self	1 hour	PW: 2
The caster has +8 ST and his/her attacks cause double the normal knockback (in squares)			
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.			
Fall Softly	Range: Self	Duration: 1 hour	PW: 1
If falling from any height the caster will land gently on his feet by falling as fast as normal but slowing to a safe speed at the end of the fall.			

**The Fifth Aspect**

See Local Daemons	Range: Self	Duration: 1 hour	PW: 1
The caster can see the daemons present in the local landscape even if they are normally concealed by magic and knows the direction and distance to the daemon who controls the landscape he is in.			
Come Back Safely	Range: Self	Duration: Instant	PW: 5
The caster uses this ability at the beginning of a journey. He can then activate it again at any time to return instantly to his starting point. If he is killed instead his soul will return to his family to inform them of his death.			

## Thief Gods

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

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

**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

Pantheon	Celestial
Power:	Lesser.
STATs	IQ, DX.
Trait	Courage.
Skills:	Hooked Spear and Shield, Acrobatics, Evade, Scan
Advantages and Other Requirements	Must be of Rinliddi descent. Hooked Spear is a Short Spear -1 to hit which can be used to hook opponents as well as thrust. If a hook attack is successful it does not get the +2 damage but the opponent must either resist the attacker's ST with ST or resist the attacker's adjDX with Balance or be pulled over.
Disadvantages:	None.
Bonuses:	Skill (Dodge), Extra Actions (Hooked Spear), Jump, Magical Resistance (Storm Magic).

**The First Aspect**

Speak with Bird	Range: Self	Duration: 1 hour	PW: 1
Caster can speak the language of birds.			

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 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
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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 +3 null.			

Hawk Wings	Range: Self	Duration: 15 mins	PW: 1
Opponents are at -2 penalty to hit caster.			

### The Third Aspect

Bird's Eye View	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.			

Surprise Strike	Range: Self	Duration: 15 mins	PW: 1
Caster has +4 skill 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

Smite Guilty	Range: 30	Duration: 1 hour	PW: 1
Target can resist. If the target is guilty of a crime s/he is at -2 to all actions.			

Reveal with Sun Ray	Range: Self	Duration: 1 hour	PW: 2
The caster projects a ray of sunlight. This lights up a line 30 long as bright as day and any adjacent squares like twilight. Whilst in the ray the caster has +4 to spot hidden things including secrets and lies.			

Command Bird	Range: 30	Duration: 15 mins	PW: 1
Target bird must resist or obey the caster's commands.			

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

Magisterial Authority	Range: Self	Duration: 1 hour	PW: 2
The caster has +3 skill and an extra action with social skills as long as s/he is acting in a just manner.			

Terrify Prey	Range: Self	Duration: 15 mins	PW: 1
Any enemy the caster flies over for the first time must make a Vdif 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.			

Shapechange to Hawk	Range: Self	Duration: Until Cancelled	PW: 2
Caster is transformed into a normal sized hawk. S/he has the stats and abilities of the hawk except s/he retains IQ, CH and PW. Each of the other STATs is increased from the hawk norm by the same number that the caster's are increased from the human norm.			

## UrruYoo: Dying Moon Bear

One of the bear gods of Syllia.

Pantheon	Lunar
Power:	Lesser.
STATs	BD, PW.
Trait	Cunning.
Skills:	Sneak, Climb, Running, Tracking.
Advantages and Other Requirements	Subject to the Lunar Cycle.
Disadvantages:	None.
Bonuses:	Skill (Sneak and Hide), Toughness, Skill (Survival), Resist Magic (Non-Lunar).

### The First Aspect

Endure Cold	Range: Self	Duration: 2 hours/per	PW: 1/per
The caster gains immunity to natural cold and 8 enchanted armour against cold attacks.			

Startling Roar	Range: 10	Duration: Instant	PW: 1
All opponents within range must resist or be at -2 to all actions for 3 turns. Can only be used once in a combat.			

Bear Foraging	Range: Self	Duration: 1 hour	PW: 1
The character has a +3 bonus at foraging and can eat anything a bear would eat.			

Remain Motionless	Range: Self	Duration: 1 hour/per	PW: 1/per
The character has +3 bonus at hiding as s/he remains totally motionless.			

### The Second Aspect

Slashing Blow	Range: Self	Duration: 15 mins	PW: 1
Any slashing or cutting attack made by the caster has +3 damage.			

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

Ignore Pain	Range: Self	Duration: 1 hour	PW: 1
Caster ignores penalties from hurts. S/he is at no penalty for any other effects which result from pain.			

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 4 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

Sense Otherworldly Presence	Range: Self	Duration: 1 hour	PW: 1
The caster can use normal perception skills to find otherworld creatures even if they are insubstantial or invisible.			

Communicate with Otherworldly Beings	Range: Self	Duration: 1 hour	PW: 1
The caster can speak the language of any otherworldly creature.			

Terrify Prey	Range: 10	Duration: Instant	PW: 2
The target may resist. The target must make a Vdif fear check.			

Hide in Foliage	Range: Self	Duration: 1 hour	PW: 1
The character has +4 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 +4 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**

Acute Vision	Range: Self	Duration: 1 hour	PW: 1
The character can see with x10 magnification.			

Bite Away Magic	Range: 1	Duration: Instant	PW: 1
Target attribute, spell or spirit magic with a duration is cancelled unless its caster/controller can resist.			

Stunning Smash	Range: Self	Duration: 15 mins	PW: 2
Any bashing or crushing attack by the caster which causes damage makes the target resist or be stunned and unable to act for 1 turn.			

**The Fifth Aspect**

Great Snarl	Range: 30	Duration: Instant	PW: 4
All enemies within range must resist Fear at the level of the caster's PW.			

## Urvairinus: God of Armies

Urvairinus is the Solar God of soldiers and military discipline.

Pantheon	Celestial
Power:	Lesser.
STATs	BD, DX.
Trait	Courage.
Skills:	Spear, Leadership, Tactics, Read/Write Dara Happan.
Advantages and Other Requirements	Must be male.
Disadvantages:	Loyal.
Bonuses:	Skill (Spear), Knockback Resistance, Skill (Military Lore), Enchanted Armour, Magical Resistance (non-Celestial magic).

**The First Aspect**

Courage	Range: Touch	Duration: 1 hour	PW: 1
Target Urvairinus worshipper has +4 Courage.			

**The Second Aspect**

Demoralize Foe	Range: 20	Duration: 15 mins	PW: 1
Target may resist. Target is at -6 Courage.			

Pierce Troll	Range: 20	Duration: Instant	PW: 1
Target Uz must resist or take 1D+2 damage through armour.			

**The Third Aspect**

March in Step	Range: 20	Duration: 1 hour	PW: 1
Target 10 Urvairinus 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 Urvairinus worshippers gets +1 damage for every man in the column (including himself). The maximum bonus is +8.			

Disconcert Monsters	Range: 20	Duration: 5 mins	PW: 1
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Target monster (i.e. non-human) must resist or be at -4 to all actions.
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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 +4 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 vdiif oratory check. If successful all Urvairinius worshippers who were listening get +2 spear skill, +1 MA, +4 Courage and +2 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.			

## Vanganth the Flyer

Vanganth is the Storm Pantheon god of flying and one of the Thunder Brothers.

Pantheon	Storm
Power:	Lesser.
STATs	PW, DX.
Trait	Courage.
Skills:	Javelin, Acrobatics, Scan, Avoid.
Advantages and Other Requirements	Must be male.
Disadvantages:	Reckless.
Bonuses:	Extra Actions (Javelin), Skill (Javelin), Skill (Acrobatics), Skill (Scan), Damage Reduction (Electricity), Damage Reduction (Air).

#### The First Aspect

Armour of Woad	Range: Self	Duration: 10 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.			

#### The Second Aspect

Flickering Blade	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword the caster gets +2 skill and subtracts 2 from opponent's skill if s/he is defending using Fencing or 1 from CV if defending with a shield.			

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.			

### The Third Aspect

Leaping Shield	Range: Touch	Duration: 10 mins	PW: 1
The casters shield is enchanted to have +4 hits and +2 CV.			

Flight	Range: Self	Duration: 15 mins/per	PW: 1/per
The caster can fly when wearing no armour and carrying light equipment at a speed of 24. It costs 3 to turn or change altitude and 2 to fly other than within 45 degrees of down-wind. The caster cannot travel within 45 degrees of into the wind. He cannot use his dodge skill. He cannot fly more than 100m up. He cannot hover – he must move at least 6 each turn. The caster must land in order to attack a target on the ground in melee.			

Avoid Lightning	Range: Self	Duration: 15 mins	PW: 1
The caster has +6 dodge against any electricity attack.			

### The Fourth Aspect

Sword or Axe Help	Range: Touch	Duration: 10 mins	PW: 1
When wielding a sword or axe the caster gets +2 damage, +2 null, cannot fumble with the weapon and cannot have the weapon broken.			

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

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.			

Aerial Manoeuvrings	Range: Self	Duration: 15 mins	PW: 1
When flying the caster requires 1 to turn or change altitude and he can use his dodge skill.			

Fly Fast	Range: Self	Duration: 15 mins	PW: 1
When using flight the character's speed increases to 32.			

Fly High	Range: Self	Duration: 15 mins	PW: 1
When flying the character can exceed an altitude of 100m.			

Fly Carrying Additional Weight	Range: Self	Duration: 15 mins	PW: 2
When flying the character can either carry medium equipment or two flyers can combine to carry another person.			

Fly Against the Wind	Range: Self	Duration: 15 mins	PW: 1
When flying the character can fly within 45 degrees of into the wind for a cost of 3 per square.			

### The Fifth Aspect

Attack with Windblast	Range: 50	Duration: Instant	PW: 2
Missile magic dealing L2 Air Damage.			

Dive From Above	Range: Self	Duration: 15 mins	PW: 1
The caster can swoop down to make melee attacks on a target on the ground. He moves into contact, makes a single attack and continues to move after the attack. The target can make an opportunity attack as he passes if he has a long enough weapon.			

Fly in Darkness or in Clouds	Range: Self	Duration: 15 mins	PW: 1
When flying the character can see in darkness or cloud.			

Knock Down Flyer	Range: 50	Duration: 15 mins	PW: 2
The target can resist. The target immediately loses the ability to fly.			



Reverse Direction in Midair	Range: Self	Duration: Instant	PW: 2
This attribute is used as a response to hit from a ranged attack (missile, thrown or magic dealing direct damage). It causes the attack to miss.			

### Vinga: War Goddess

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

Pantheon	Storm
Power:	Lesser.
STATs	BD, DX.
Trait	Courage.
Skills:	Javelin, Dodge, Hide, Acrobatics.
Advantages and Other Requirements	Must be female.
Disadvantages:	Reckless.
Bonuses:	Skill (Javelin), Skill (Athletics), Skill (Gymnastics), Moral Boosting, Skill (Dodge).

#### 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
Caster's spear is +2 skill and +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 casters shield is enchanted to have +4 hits and +2 CV.			
Piercing Shriek	Range: 10 radius	Duration: Instant	PW: 1
Everyone in the area who does not worship Vinga 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 a hurt.			

**The Fourth Aspect**

Fight Against Uz	Range: Self	Duration: 15 mins	PW: 3
The character has +3 magic armour, +4 magic resistance and +3 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 2 skill with 1H Spear, +4 adjDX with spear and +3 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 +3 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.

Pantheon	Lunar
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, Skill (Scimitar and Regimental Weapon), Enchanted Armour, Skill (Leadership), Magical resistance (Non-Lunar Magic).

**The First Aspect**

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

Stand Against Many	Range: Self	Duration: 15 mins	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 mins	PW: 1
Target gets +4 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 +2 skill and +5 damage.			
Empower Scimitar with Death	Range: Touch	Duration: 15 mins	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 mins	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 mins	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 vdf 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 mins. 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 Celestial 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 an Edif 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 +3.			
Mask of Command	Range: Self	Duration: 1 hour	PW: 1
The caster has +2 at Military Lore skills.			
Perceive Enemy Weaknesses	Range: 2 km	10 minute vdf 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 vdf 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

Pantheon	Lunar
Power:	Lesser.
STATs	DX, BD.

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

### The First Aspect

Scare Horse	Range: 40	Duration: 15 mins	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 mins	PW: 1
Target must resist or be tormented by hideous pain acting as though they had received a hurt.			

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 mins	PW: 2
The target scimitar deals +5 damage.			

Empower Arrow	Range: Touch	Duration: 15 mins	PW: 1
The target arrow deals +4 damage and is +4 to hit. Can be used as part of a missile attack action.			

Cause Terror	Range: 40	Duration: 15 mins	PW: 1
Target must resist or make a Edif 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 -5 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 mins/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.

Pantheon	Celestial
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, Skill (Social, Law).

### The First Aspect

Eye of Vrimak	Range: Self	Duration: 15 mins	PW: 1
Caster has +4 Perception and reduces all range penalties by 2.			
Lukarius' Bow	Range: Self	Duration: 15 mins	PW: 1
Caster has +3 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 hurt and 4 a serious 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 make an Edif adjDX roll or be dazzled and at -4 to all actions requiring vision for 2 mins. Any darkness creatures in the radius must also resist or take 1D+2 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 vdif 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 L2 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.

Pantheon	Celestial
Power:	Lesser.
STATs	DX, BD.
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.

Gift	Gease
+2 with a one named non-combat skill.	Never help an Orlanthe.
Sharp Senses	Never lie to a light cultist.
Bow of Light: arrows glow with light. +2 skill with bow.	Never use a bashing weapon or flail.

Spear of Gold: spear glows with light. +3 null with spear.	Never use a sword.
Shield of Brilliance: when using a shield opponents at -2 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: +3 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 +2 Armour, +2 Knock Back and +1 to hit with spear.			
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 +4 damage and +2 to hit 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 -3 to hit the caster except that all darkness creatures targeting with any sense are -6.			

### The Third Aspect

Spear of Accuracy	Range: Self	Duration: 15 mins	PW: 2
The caster can re-roll any missed attack with a spear (once per attack).			
Smite Darkness	Range: 20	Duration: Instant	PW: 2
The target darkness creature is allowed a resistance roll to avoid taking 1D+2 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 vdif 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 make a VDif roll on adjDX or be dazzled and at -4 to all actions requiring vision for 2 mins. Any darkness creatures in the radius must also resist or take 1D+2 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 vdif 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.			

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 vdif 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.

Pantheon	Celestial
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:	Skill (Animal), Damage (1H Spear), Skill (Perception), Skill (Speed).

**The First Aspect**

Track by Starlight	Range: Self	Duration: 1 hour	PW: 1
If tracking by starlight the caster has a +4 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 skill +2 damage and deals an extra 5 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 skill and deals double damage to Darkness or Chaos creatures.			



Bless Unicorn	Range: Touch	Duration: 15 mins	PW: 1
Target unicorn has +4 enchanted armour and +6 to resist magic.			

**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 caster 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.

Pantheon	Storm
Power:	Minor.
STATs	CH, DX.
Trait	Cunning.
Skills:	Sneak, Ambush, Claw, Climb.
Advantages and Other Requirements	None.
Disadvantages:	Lustful
Bonuses:	Skill (Stealth), Skill (Speed), Jump, Skill (Survival).

**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 +4 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 +3 at seduction and the target's resistance throws are 3 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 dodge 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
The caster is transformed into a large alynx. S/he retains IQ, PW and CH. S/he retains the ability to talk. Other stats are those of an alynx increased by the same amount that the caster's were above the human norm.			

## Zola Fel

Zola Fel is a lesser river god. Zola Fel has the extra bonus Resist Magic (Praxian Nomad) and the following special attributes:

**The First Aspect**

Hate Waha	Range: Self	Duration: 15 mins	PW: 1.
The character has +3 to hit and +3 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 by 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. IQ may never be sacrificed to reduce IQ below 7, as this would turn the character into semi-intelligent creature.

### Spiritist Membership

A character can be a member of any number of animist cults as a spiritist long as all are from the same pantheon. Each will require 10% of the character's time in holy day worship and 10% of wealth in support for the cult (e.g. supporting shamans, preparing for rituals etc). 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. Either 10 XP or 1 IQ sacrificed is necessary to become a spiritist.

#### Benefits of Being a Spiritist

Spiritists gain five charms for being a member. The charms provide bonuses equivalent to the 1<sup>st</sup> aspect of theist cults. These are listed for each cult. They are always active. They are held in small objects such as amulets, armbands or similar small ritual objects.

### Practitioner Membership

A spiritist of an animist cult may become a practitioner if s/he meets the following requirements.

- Has a PW of 16+.
- Has the Ritual Skill at 5.
- Has the Religion Skill at 5.

A character can be a member of any number of animist cults as a practitioner as long as all are from the same pantheon. Each will require 20% of the character's time in holy day worship and 20% of wealth in support for the cult (e.g. supporting shamans, preparing for rituals etc). Either 10 XP or 1 IQ sacrificed is necessary to become a practitioner.

#### Integrated Spirits

Practitioners can gain their cult's 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. No roll for success is required when activating an integrated spirit unless a ritual is required in which case the difficulty is listed. To integrate a spirit requires a sacrifice of 1 IQ or 10 XP and a gift worth 50L to the shaman (unless the character is a shaman). The shaman must perform a vdf 6-hour ritual to integrate the spirit.

#### Spirit Magic Spells

Practitioners can learn their cult's spirit magic spells. These are gained by sacrificing 1 IQ or 10 XP 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.

#### Medicine Bundles

A practitioner can create a medicine bundle in an 8 hour vdf ritual requiring the sacrifice of 1 IQ or 10 XP. A medicine bundle can hold a bound or allied spirit.

#### Allied Spirits

A practitioner can have allied spirits under his/her command. S/he can have one ally spirit in each magic crystal s/he possesses and 1 in each medicine bundle s/he possess totalling no more than 5 PW of spirits for each 1 PW s/he has. Allied spirits must come from those allied to a character's animist cult. An allied spirit must be summoned for the

character by a shaman and each requires a gift of 1 IQ to ally it. The shaman will require a gift worth 50L. An allied spirit will return to its crystal or medicine bundle 1 day after it has been used.

### Shaman Membership

A practitioner of an animist cult may become a shaman if s/he meets the following requirements.

- Has a PW of 18+.
- Has the Ritual Skill at 8.
- Has the Religion Skill at 8.
- Has undergone an apprenticeship as an assistant shaman. This is normally done before play begins (it is a special ability). In play it would take 60% of the character's time and wealth for 6 years.

Being a shaman increases the time required for each cult that the character is a member of to 40% but does not increase the contribution of wealth.

### Fetch

A shaman must have a fetch. Gaining a fetch requires either 10 XP or 1 IQ sacrifice. The fetch has an IQ of 8 which can be increased with XP and a PW of 1 which can be increased by sacrificing the shaman's permanent PW to it. 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 disincorporate.

### Disincorporation

Shamans can go disincorporate in a 30-minute vdf ritual. The shaman then acts as a disembodied spirit. A disincorporate 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 and Allied Spirits

An animist character can have bound as well as allied spirits under his/her command. In addition to the crystals and medicine bundles of a practitioner a shaman can have 10 PW of bound or allied spirits controlled for every 1 PW his/her fetch has. A bound spirit is like an allied spirit but does not have to be allied to the shaman's cult. It must have been encountered, defeated in spirit combat and bound. Its abilities can be used once before it returns to the spirit world.

### Spirit Spells for Shamans

All animist religions have the following spirit spells available to shamans. The named spirit must be of a type allied to allowed to the animist cult 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 or Ally Spirit	Range: Touch	Dur: Instant	PW: 1
The target spirit which has been reduced to 0 PW in spirit combat can be bound or target allied spirit which has been summoned can be controlled by a fetch, placed in a crystal or medicine bundle.			

### 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 spirits 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.

Charms:	Skill (Survival), Move in No Armour, Jump, Skill (Claw and Bite), Pursue
Spirits:	Lion Spirit (Courage, Sneak).
Other:	Must be a Basmoli lion man or an intelligent lion.
Pantheon	Hsuncheon

#### Integrated Spirits

Lion's Head	Range: Self	Duration: 1 hour/per	PW: 1/per	Courage: 6
The character has a lion's head. S/he has a Carnivore Bite and an extra action to use only it. S/he has +4 ST.				

Lion's Paws	Range: Self	Duration: 1 hour/per	PW: 1/per	Running: 6
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. S/he counts as a 4-footed creature in HTH.				

Lion's Strength	Range: Self	Duration: 1 hour/per	PW: 1/per	Traditional: 6.
The character has a lion's strength: +8 BD.				

Lion's Skin	Range: Self	Duration: 1 hour/per	PW: 1/per	BD: 16+
The character is covered in thick lion's fur providing 2 armour and is +1 Dodge.				

Lion's Heart	Range: Self	Duration: 1 hour/per	PW: 1/per	CH: 16+.
The character can re-roll any failed fear check once.				

Lion's Body	Range: Self	Duration: 1 hour/per	PW: 1/per	DX: 19
The character has a lion's body. This grants +2 BD, +2 damage with Lion's Head, +1(+1) MA and +2 damage with Lion's Paws, +2 ST with Lion's Strength and +1 armour with Lion's Skin.				

#### Spirit Spells

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

Lion's Roar	Range: 10 radius	Duration: Instant	PW: 1
All enemies within range must make a Dif 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 null.			

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

Charms:	Skill (Ritual), Skill (Customs), Skill (Spirit Spell), Increased PW Recovery, Magical Resistance (Spirits and Spirit Magic).
Spirits:	Ancestor Spirit, Healing Spirit, Power Spirit, Bird Spirit (Cautious, Scan), Jackal Spirit (Cunning, Outdoor Living), Fear Spirit.
Other:	Must be a shaman.
Other:	Must learn Funeral Rites

Pantheon:	Praxian
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### Integrated Spirits

Ancestral Protector	Range: Self	Duration: 15 mins	PW: 1/per	Traditional: 8.
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: 8.
The character is immune to detection by magic.				

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

Find Trail	Range: Self.	Duration: 5 min dif ritual.	PW: 2
The character finds the beginning of a trail: either a path to a named location or the tracks of a target. This spell only finds the start of the trail so mundane abilities are required to follow it. It can be used however when mundane abilities have lost a trail to in effect allow another attempt.			

Find Water	Range: 5 km.	Duration: 5 min dif ritual.	PW: 2
The character knows the direction and distance to the nearest source of drinking water.			

Know Names	Range: 10.	Duration: Instant.	PW: 2
The target can resist. The caster knows all the names by which the target is known. The target can be any living thing or spirit.			

Lash Out with Anger	Range: 10.	Duration: Instant.	PW: 2
Target must resist or take D-2 through armour.			

Run Away	Range: Self.	Duration: 5 mins.	PW: 2
Caster has +6 MA when fleeing.			

Shut Them Up	Range: 20.	Duration: 5 mins.	PW: 1/per
Target/s (1 per PW) must resist or be unable to speak.			

## 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.

Charms:	Skill (Herding), Skill (Customs), Trait Bonus (Traditional), Skill (Outdoor Living), Skill (Spot)
Spirits:	Healing Spirit, Herd Beast Spirit (Cautious, Foraging), Earth Spirit.
Other:	Must be female.
Pantheon:	Praxian

### Integrated Spirits

Endurance Spirit	Range: Self	Duration: 1 hour.	PW: 1/per	BD: 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: 7
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: 7
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 damage are still possible.				

Deceit Spirit	Range: Self	Duration: 1 hour.	PW: 1/per	Cunning: 7
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 hurts inflicted in the last 5 mins.			

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

Stone Spirit	Range: 20	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 armour against Waha worshippers and +6 ST for resisting knockback, knockdown or grapple attempts by them.			

Command (Herdbeast)	Range: 20	Duration: 5 mins.	PW: 1/per
Target can be 1 herdbeast of the tribe the caster is a member of per PW. Target may resist and if ridden the rider can resist instead. Target must obey the commands of the caster.			

Dodge Attack	Range: Self	Duration: Instant.	PW: 1
Used for no actions as a response to an attack the caster can dodge the attack unless the attacker resists.			

Hide Against Earth	Range: Self	Duration: 1 hour.	PW: 2
As long as the caster lies still on the ground anyone trying to spot her must resist the spell to be able to do so.			



## Eol Tradition

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

Charm:	Skill (Sling), Damage (Sling), Toughness, Damage Resistance (Cold)
Spirits:	Power Spirit, Seal Spirit (Cautious, Swimming), White Bear Spirit (Courage, Tracking), Ice Spirit.
Other:	Must learn the Peaceful Cut (can learn this even if only a spiritist).
Pantheon:	Eol

### Integrated Spirits

Sealstalker Spirit	Range: Self	Duration: 15 mins	PW: 1	DX: 18+.
The caster has +2 skill +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: 7
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: 7
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 wound counts as treated.			
Seal Swimmer	Range: Self.	Duration: 5 mins	PW: 1
Caster is 6 Swimming (or +3 if that would be higher), 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.

Charms:	Skill (Sneak), Skill (Hide), Skill (Javelin), Skill (Scan)
Spirits:	Power Spirit, Dog Spirit (Courage, Tracking).
Other:	Must learn the Peaceful Cut (can learn this even if only a spiritist).
Pantheon:	Praxian, Balazaring

#### 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: 7.
The character has an extra action with tracking, spear and axe.				

Rabbit Spirit	Range: Self	Duration: 1 hour	PW: 1	Cautious: 7.
The character has an extra action with sneak, hide and any speed skill.				

Antelope Spirit	Range: Self	Duration: 1 hour	PW: 1	Cunning: 7.
The character puts attacks against him/her at -3 to hit.				

Aurox Spirit	Range: Self	Duration: 1 hour	PW: 1	CH: 16+
The caster has an extra action with Leadership and Customs.				

#### 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 to hit 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.

Charms:	Magical Resistance, Skill (Ritual), Skill (Spirit Magic), Magical Penetration
Spirits:	Madness Spirit, Lunar Spirit, Fear Spirit, Love Spirit, Hate Spirit, Spirit of the Dead.
Other:	Subject to the Lunar Cycle.
Pantheon:	Lunar.

## 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 +1 action for 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: 7
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 Dif 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 Dif Fear.			
Reflect Magic	Range: Self	Duration: 15 mins	PW: var
The caster can use any amount of PW on this spell. Any magic 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 mins 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 mins – PW moving onto the next nearest when they are killed. If the target just fails then s/he collapses for 30 mins – 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.			

See in Moonlight	Range: Self	Duration: 1 hour	PW: 1
Caster can see by the light of the Red Moon when it is crescent or brighter as though in daylight.			
See Others Point of View	Range: Self	Duration: 15 mins	PW: 1
Caster has no penalty for dealing with other cultures.			
Sense Madness	Range: 10	Duration: Instant	PW: 1
Caster knows how many madness points a target has and if they are possessed by any madness spirits.			
Sense Spirits	Range: Self	Duration: 15 mins	PW: 1
Caster can see disembodied spirits or those using possession.			
Expose Prejudice	Range: 20	Duration: 15 mins	PW: 1
Target can resist. If target making decisions or pronouncements based on prejudice of any kind s/he will glow with a dim red light.			
Spread Understanding	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target counts as having +3 Inclusive and -3 Traditional.			
Sharp Edge	Range: Touch	Duration: 5 mins	PW: 1
Target sharp weapon deals +2 damage and has +2 null.			
Turn from Attack	Range: Self	Duration: Instant	PW: 1
For no actions as a response to a successful attack against the caster forces the attacker to roll the attack again. If the second attempt to succeeds it can't be used again against that attack.			
Question Assumptions	Range: 20	Duration: 15 mins	PW: 1
Target can resist. Target counts as having no Traditional.			
Fortitude	Range: Touch	Duration: 5 mins	PW: 1
Target has +6 TO.			
Honour	Range: 20	Duration: 1 hour/per	PW: 1/per
Target can resist. Target has the Chivalrous disadvantage.			
Loyalty	Range: 20	Duration: 1 hour/per	PW: 1/per
Target can resist. Target has the Loyal disadvantage.			
Night Time Healing	Range: Touch	Duration: Hours of Night	PW: 2
Requires a 1 hour VDif ritual. Target regains 2 hits per hour.			
Befuddle	Range: 20	Duration: 5 mins	PW: 2
Target can resist. Target does not know who his/her enemies are and can only fight against those who attack him/her.			
See the Trail	Range: 20	Duration: 1 hour/per	PW: 4/per
Requires a 10 minute vdif ritual. The trail of a named individual grows with red light.			
Lay Dead to Rest	Range: 20	Duration: Instant	PW: 2
Target ghost is returned permanently to its correct place in the otherworld.			

### Kolats: Storm Spirit

Kolat is the great spirit of storms.

Charms:	Resist Damage (Cold), Resist Damage (Air), Resist Damage (Electricity), Jumping, Move in No Armour
Spirits:	Air Spirit, Cold Spirit, Power Spirit, Hate Foreigner Spirit.
Other:	Must be a shaman.
Pantheon:	Storm.

#### Integrated Spirits

Resist Cold	Range: Self	Duration: 1 hour/per	PW: 1/per	TO: 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: 7.
Target has +5 to resist any persuasion attempt and gets another roll with an social skill if it involves lying.				
No Help	Range: Self	Duration: 1 hour/per	PW: 1/per	Traditional:7.
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 a VDif 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
Missile magic inflicting 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 edif ST or be thrown 20 squares into the air. Anyone within 4 squares of the tornado must roll dif ST or be pulled 2 squares toward the tornado.			
Tornado Bolt	Range: 30	Dur: Instant	PW: 2 per
Missile magic inflicting 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 -4 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 take L2 cold and must resist on ST vs the caster's PW or fall down and be blown 1 square away per point failed by to the maximum range of the cone.			
Gust of Wind	Range: 30	Dur: Instant	PW: 1
Target must resist the caster's PW with ST or be blown one square per point failed by away from the caster.			

**Kotari: Darjiini Black Death Snake**

Charms:	Skill (Ambush), Tough Skin, Skill (Sneak), Skill (Swim), Poison Resistance.
Spirits:	Poison Snake (Cunning, Snake Bite Attack), Constrictor Snake (Cunning, Grab and Crush Attack), Fear Spirit, Hate Alkothi Spirit, Power Spirit, Frog Spirit (Cautious, Jump).
Pantheon:	Darjiini.

**Integrated Spirits**

Poison Fang	Range: Self	Duration: 15 mins	PW: 1	DX: 19+
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Caster has a Snake Bite attack as a Stinger which injects poison of potency equal to his/her total PW+3 which acts after 3 turns and drains 1 DX per turn till resisted.
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Chilling Hiss	Range: Self	Duration: 15 mins	PW: 1	CH: 19+
The caster causes Fear of a level equal to CH.				

Twist and Writhe	Range: Self	Duration: 15 mins	PW: 1	IQ: 18+
Caster has +10 to resist or escape any trap, grab, grapple or prison whether magical or mundane.				

Black Coil	Range: Self	Duration: 15 mins	PW: 1	ST: 19+
Caster has +8 ST in hand-to-hand and has a Grab and a Crush attack.				

Snake in the Reeds	Range: Self	Duration: 1 hour	PW: 1	Traditional: 7
Caster can swim at normal ground MA speed. S/he can hold her breath for 20 mins. S/he can see normally underwater even in muddy conditions. S/he suffers no penalty for fighting using natural weapons in the water.				

### Spirit Spells

Unblinking Gaze	Range: 5	Duration: 5 mins	PW: 1
Target must resist or stand enthralled unable to take any actions unless attacked.			

Sudden Strike	Range: Self	Duration: 5 mins	PW: 2
Caster has +4 initiative and can make stop thrust attacks with any melee weapon.			

Snake Dance	Range: Self	Duration: 5 mins	PW: 2
Caster can use dance skill as Dodge.			

Breathe Underwater	Range: Self	Duration: 5 mins	PW: 1
Caster can breathe underwater.			

Dance-All-Day or All-Night	Range: Self	Duration: till sunrise/set.	PW: 1
Caster does not tire when dancing.			

Run On Mud	Range: Self	Duration: 5 mins	PW: 1
Caster can move normally on mud.			

Sleep Unseen	Range: Self	Duration: 10 hours	PW: 3
The caster can hide before going to sleep. Whilst s/he sleeps all perception rolls against him/her are at -3 and s/he does not give away his/her location by moving or making noise.			

Snake Quick	Range: Self	Duration: 5 mins	PW: 2
Caster has +2 DX and +2 MA.			

Gripping Reeds	Range: 10	Duration: 5 mins	PW: 1
1 square of marsh vegetation such as reeds grips anyone in it. To move out of the square they must resist the caster's PW+8 with ST.			

## 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.

Charms:	Skill (Riding), Skill (Hide), Skill (Herding), Skill (Sneak), Trait Bonus (Cautious)
Other:	Must be female.
Spirits:	Ancestor Spirit, Hate Beastrider Spirit, Horse Spirit (Cautious, Running), Healing Spirit.
Pantheon:	Grazer, Pentan

### Integrated Spirits

Snake Spirit	Range: Self	Always on	PW: 0	Cunning: 7
The character has Poison Resistance.				

Call for Aid	Range: 10 km	Instant	PW: 1	Traditional: 7
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: 7.
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 hurts are healed. Any serious wounds count as treated.			

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 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 vdif 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 a hurt, 4 points cures serious wounds as long as they were inflicted in the last 5 mins.			

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.

Charms:	Skill (Sword, Axe or Mace), Toughness, Resist Magic (Chaos), Trait Bonus (Courage), Damage (Axe).
Spirits:	Hate Chaos Spirit, Pain Spirit, Violence Spirit, Fear Spirit, Wind Spirit, Bull Spirit (Courage, Foraging).
Pantheon:	Storm, Praxian.

## Integrated Spirits

Smell Stench of Chaos	Range: 50m	Always On	PW: 0	ST: 13+
The character can smell nearby chaos. The more powerful the chaos the stronger the smell.				

Berserk Rage of the Bull	Range: self	Duration: 5 mins/per	PW: 1 per	Courage: 5
The character can go into a berserk rage. In this state s/he cannot use fencing or dodge for defence 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 a dif IQ roll or the character is calmed by a Erissa/Chalana Arroy initiate. Whilst berserk the character has +8 BD, ignores the penalty for hurts or the disabled result for wounds or loss of hits, is immune to fear caused by chaos creatures, gets +4 skill vs chaos creatures and has +2 MA. These effects including the BD and resultant hits and the ignoring of wound states wear off with the berserk rage.				

Ignore Chaos Blow	Range: Self	Duration: Instant	PW: 3	PW: 16+.
Used as a response to a melee attack from a chaos creature. Ignore the damage.				

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 wound or running out of hits he can use this spirit as he falls to the earth to regain 12 hits and turn one serious wound into a hurt. If this means he can now stand he immediately gets up.				

## Spirit Spells

Rally Warriors Against Chaos	Range: 15sq radius.	Duration: 5 mins.	PW: 3
Allies within range do not rout as result of failed fear checks vs chaos creatures..			

Hide of the Bull	Range: self.	Duration: 5 mins.	PW: 1 per
Gives the caster 1 enchanted armour per PW up to a maximum of 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 skill and +4 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 mins.			

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.			

Smash Chaos Foe	Range: self	Duration: Instant.	PW: 1
When a chaos foe is hit in combat using a blunt weapon this ability can be used for no actions to roll an extra 1D damage and use wound levels as though the weapon was piercing (but still the blunt serious wound table).			

Strength of Desperation	Range: Self	Duration: 5 mins.	PW: 2
Caster gains 1 ST, to a maximum gain equal to BD, for every 2 hits s/he takes and loses 1 ST for every 2 hits s/he regains.			

Double Blow	Range: Self	Duration: Instant.	PW: 1
Used for no actions before the caster attacks. Each hit inflicted this turn counts as two separate hits.			

Call Dust Storm	Range: 30 radius.	Duration: 5 mins.	PW: 3
When cast in a dry, dusty or desert environment the radius is filled with dust. Visibility is reduced to 2 squares and all actions are at -2. Each turn spent in the storm in the open inflicts 1 hit or 2 hits to chaos creatures.			



Command Sylph	Range: 10 squares.	Duration: 5 mins.	PW: 2
Target sylph must resist or obey the caster.			
Scouring Wind Blast	Range: 20 squares.	Duration: Instant.	PW: 1 per
Missile magic inflicting L1 Air damage per PW to a maximum of total PW/10 rounded up.			
Weapon Slices Like the Wind	Range: Touch.	Duration: 5 mins.	PW: 1
Target cutting weapon has +2 null.			

### Telmor: Wolf God

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

Charms:	Enchanted Armour, Skill (Bite), Skill (Dodge), Skill (Running), Skill (Outdoor Living)
Spirits:	Wolf Spirit (Cunning, Tracking), Lunar Spirit, Chaos Spirit.
Other:	Must be a telmori wolf person or an intelligent wolf.
Pantheon:	Telmori

#### 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 Skill 4 with it or +2 if higher. S/he has an extra ction which can only be used for a bite. S/he can track by scent and has night vision.				
Wolf Paws	Range: Self	Duration: 1 hour/per	PW: 1/per	Running: 7
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 +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 BD, gives +2 skill in Carnivore Bite with Wolf's Head, +1(+1) MA with Wolf Paws, +1 DX with Wolf's Speed and +2 armour with Wolf's Skin.				
Wolf's Skin	Range: Self	Duration: 1 hour/per	PW: 1/per	Cautious: 7
The character is covered in thick wolf's fur providing 3 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: 7
The character has an extra action at scan, tracking, sneak and hide.				

#### Spirit Spells

Lick Wounds	Range: Touch	5 minute average ritual	PW: 2
The target regains 2 hits and one wound of any type counts as treated.			
Howl to the Moon	Range: Self	1 hour vdfif ritual	PW: 2
Can only be used once at each 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 +3 damage and +2 null.			
Silver Fur	Range: Self	Duration: 5 mins	PW: 2
The character's skin is +3.			

## 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.

Charms:	Skill (Seduction), Skill (Persuasion), Magical Resistance (Non-Lunar Magic), Skill (Ambush), Skill (Speak Language).
Other:	The Twin Stars are subject to the Lunar Cycle.
Spirits:	Madness Spirit, Lunar Spirit, Star Spirit, Love Spirit.
Pantheon:	Lunar.

### Integrated Spirits

Standfast Spirit	Self	Always On	PW: 0	Sedenyic Philosophy: 7.
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 (or a double level in it (2 extra actions) if already possessed).				

Eloquence Spirit	Range: Self	Always on	PW: 0	Cunning: 7
The character gains +1 action on social skills.				

Blessing of the Goddess	Range: Self	Always on	PW: 0	Religion: 7
The character has +6 to resist non-Lunar spirits and spells.				

Include Barbarian	Range: 5	Duration: 1 hr	PW: 2	Inclusive: 7
Target is allowed a resistance roll. Target can not make saves using Traditional.				

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 +4 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 +4 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 6 points (and serious wounds inflicted in the last 5 mins) on the Full Moon, 3 points (and hurts inflicted in the last 5 mins) 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 -4 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 4.			
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.

Charms:	Skill (Ride), Toughness, Trait Bonus (Traditional), Skill (Tribal Weapon), Damage (Tribal Weapon).
Spirits:	Power Spirit, Law Spirit, Hate Horse Spirit, Pain Spirit.
Other:	Must learn the Peaceful Cut (can learn this even if only a spiritist). Must be male.
Pantheon:	Praxian.

Tribe	Tribal Weapons
Impala	Stave Bow, Dart
High Llama	Thrusting Spear, Javelin
Sable	Thrusting Spear, War Club
Bison	Thrusting Spear, War Club
Zebra	Composite Bow, Cut and Thrust Sword
Unicorn	Thrusting Spear, Saddle Axe
Rhino	Thrusting Spear, Hatchet

#### Integrated Spirits

Despise Outsider Spirit	Range: Self	Duration: 15 mins	PW: 1	CH: 19+
Gives the character +3 chance of success on any one action versus an outsider as long as within Prax or the Wastelands. Can be used for no extra actions.				
Cactus Desert Spirit	Range: Self	Duration: 1 hr.	PW: 1/per	Traditional: 8.
The character has +6 toughness and needs only ¼ of the usual food or water with no ill effects. The character has +3 on all survival skills.				
Jackal Spirit	Range: Self	Duration: 15 mins	PW: 1/per	Cunning: 8
The character has an extra action on Sneak and Hide and 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: 8
An enemy warrior is sacrificed in a 6-hour ritual of torture. If the enemy succeeds in an Edif 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 3 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: 3
The target weapon is covered in Blade Venom with potency equal to total PW+2.			

Endure Pain	Range: Self	Dur: 5 mins	PW: 1
Caster reduces penalties from hurts by 1 and does not make fear checks for receiving them.			

Take Scalp	Range: Touch	Dur: Instant	PW: 3
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. If the victim has more than one higher STAT the caster chooses which STAT to boost. 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 regains 1 temporary PW. This damage cannot be healed by magic.			

Find Sustenance	Range: Self	Dur: 1 hour	PW: 2
Caster has an extra action with any stealth, survival or killing skill as long as he is using it to hunt game.			

Hurt Chaos	Range: 20	Dur: Instant	PW: 1
Target chaos creature must resist or take D5 damage through all protection.			

Stand Against Chaos	Range: Self	Dur: 5 mins	PW: 1
The caster does not make fear checks against chaos.			

Call Camp Warding Spirit	Range: Touch	Dur: 15 min Vdif ritual	PW: 2
Summons a Keeneye Spirit with an IQ of 1D+7 and a PW of 2D. The spirit will patrol the edge of a campsite and warn the caster of any approaching danger.			

Control Earth Spirit	Range: 20	Dur: 5 mins	PW: 1
Target earth spirit must resist or obey the caster.			

Dismiss Otherworld Enemy	Range: 20	Dur: Instant	PW: 3
Target embodied otherworld creature must resist or return to the otherworld.			

Killstick Spirit	Range: Self	Dur: 5 minutes	PW: 2
Caster's tribal weapon has +3 null.			

### Yu-kargzant: Pentan God

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

Charms:	Skill (Bow), Damage (Bow), Skill (Ride), Toughness, Trait Bonus (Courage).
Spirits:	Ancestor Spirit, Power Spirit, Horse Spirit (Cautious, Running), Hate Beastrider Spirit, Hate Farmer Spirit, Fire Spirit.
Other:	Must be male.
Pantheon:	Grazer, Pentan, Char-Un.

### Integrated Spirits

Gallop Through Sky	Range: Self	Duration: 15 mins	PW: 4	PW: 21+
Caster's horse can gallop through the air trailing bright and clearly visible sparks behind it. Its movement rate in the air is normal and it can gain or lose altitude fro 3 MA.				
Bravery Spirit	Range: Self	Always on	PW: 0	Traditional: 8
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 an extra action on all survival skills.				
Lance Spirit	Range: Self	Duration: 1 hr	PW: 1	DX: 21+
The character has +3 skill, +3 damage, +3 charge damage when using a spear from horse-back.				
Confusion Spirit	Range: Self	Always on	PW: 0	Cunning: 8
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 +2 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 make a vdfif adjDX roll 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 to hit.			
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.			
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 a hurt inflicted in the last 5 mins.			
Spirit Defenders	Range: 20.	Duration: 5 mins.	PW: 1
The target has +5 resistance is spirit combat.			
Goad	Range: 20.	Instant	PW: 1
Target is allowed a resistance roll. If s/he fails she must immediately roll Edif 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.			
Gather Mares	Range: 30 radius	Duration: 5 mins.	PW: 3
All females of the caster's species or female horses (specify when cast) must resist or move towards the caster until either within 3 squares or unable to go closer safely. The magic is broken if the caster makes a hostile action against any of the targets. The spell is also broken the turn after anyone else takes a hostile action against the targets unless the caster immediately attacks the individual/s who are attacking the targets.			
Escape	Range: Self	Duration: 15 mins.	PW: 2
Caster an his mount have +4 MA when fleeing			
See Hidden Tracks	Range: Self	Duration: Instant	PW: 2
Caster can re-roll a failed tracking roll.			
Arrow Protection	Range: Self	Duration: 5 mins.	PW: 1
Caster and his horse have 3 armour against arrows.			
Sword Protection	Range: Self	Duration: 5 mins.	PW: 1
Caster and his horse have 3 armour against swords.			
Curved Arrow Flight	Range: Touch	Duration: 5 mins.	PW: 2
Target arrow may take a curved route to the target. If any such route is possible it ignores penalties for cover and the CV of shields.			

Shoot Great Distance	Range: Touch	Duration: 5 mins.	PW: 1
Target arrow has its range multiplied by 5.			
Strike Down Bird	Range: 100	Duration: Instant.	PW: 1
Target bird must resist or take L2 Physical.			

## 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 prophets 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 but some use sorcery.

### 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 Atrax 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 sex 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	2	4	6	8	10
Cautious	2	4	6	8	10



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
Courage	2	4	6	8	10
Religion	1	3	5	7	9
Customs	1	3	5	7	9
Law		1	3	5	7
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 hurts, additional +4 toughness, +2 ST.

## Cerise Church

The Cerise Church worships Sedenya as the supreme being. They see the gods of the Lunar Pantheon as aspects or saints of Sedenya. Members are subject to the Lunar Cycle.

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
Egalitarian	Accept others regardless of culture.	Accept others regardless of social position based on birth.	Deliberately ignore social hierarchy based on birth. Accept others regardless of wealth.	Speak out against social hierarchy based on birth. Deliberately ignore hierarchy based on wealth.	Speak out against social hierarchy based on wealth.
Charitable	Spend 10% of time and income helping the poor.	Spend 20% of time and income helping the poor.	Spend 30% of time and income helping the poor.	Spend 40% of time and income helping the poor.	Spend 50% of time and income helping the poor.
Merciful	Never fight a Lunar Citizen who is obeying the law.	Forgive those who ask for forgiveness and show repentance.	Never seek personal revenge.	Fight only in self-defence or in defence of the Lunar Way.	Always try non-violent resistance to any oppression first.
Altruistic (Disadvantage)	No	No	Yes	Yes	Yes
Inclusive	2	4	6	8	10
Illuminated (Advantage)	No	No	No	Yes	Yes
Religion	2	4	6	8	10
Sedenyic Philosophy		2	4	6	8
Speak New Pelorian	2	4	6	8	10
Read/Write New Pelorian		2	4	6	8
CH	10	13	16	19	22
IQ	8	11	14	17	20

### Blessings

- 1<sup>st</sup> Blessing: +4 resistance rolls against non-lunar magic and spirits.
- 2<sup>nd</sup> Blessing: +1 action on all Social skills.
- 3<sup>rd</sup> Blessing: any opponent's action which tries to harm the character in any way: e.g. physically, magically, emotionally, financially etc. has -2 chance of success. An additional +2 resistance against non-lunar magic and spirits.
- 4<sup>th</sup> Blessing: use Inclusive instead of Courage and Caution. Pain Resistance. Any magic cast by the character is 2 harder to resist.
- 5<sup>th</sup> blessing: +1 action on all Academic skills. Any magic cast by the character is an additional 3 harder to resist.

## 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	1	3	5	7	9
Cautious	1	3	5	7	9
Courage	2	4	6	8	10
Religion	1	3	5	7	9
Customs	1	3	5	7	9
Law		1	3	5	7
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 in all skills.
- 4<sup>th</sup> Blessing: +2 skill in sorcery spells, opponents have -2 to resist 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 Inclusive up to this maximum to any trait rolls.
Speed	Adds to speed skills.
Physical Balance	Add to Jump, Climb, Balance, Acrobatics, Contortions, Sneak, Hide.
Combat Focus	Add to skill 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. Many counters are resisted by a particular skill or trait of the enemy in which case also include the associated STAT. 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 or 10 XP. A refutation usually allows the effect to be ignored.

### Danfive Xaron: The Bridge of the Seeker

Danfive 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	Danfive 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.
Pantheon	Lunar.

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	1	3	5	7	9
Cautious	1	3	5	7	9
DX	13	15	17	19	21
ST	13	15	17	19	21
IQ		10	12	14	16
Sedenyic Philosophy	1	3	5	7	9
Xaroni Mysticism	1	3	5	7	9
Speak New Pelorian	1	3	5	7	9
Read/Write New Pelorian	1	3	5	7	9
Mystical Counter		1	3	5	7
Mystical Refutation		1	3	5	7
Ignore Pain	1	2	3	4	5
Damage	1	2	3	4	5
Pain	0	0	1	2	3
Toughness	3	6	9	12	15
Mental Focus	0	0	3	6	9

Counter Magic	Counter vs PW	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	Counter vs Weapon Skill	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	Counter vs PW	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 Adif 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	1	3	5	7	9
Cautious	1	3	5	7	9
DX	13+	16+	19+	22+	25+
PW	10+	13+	16+	19+	22+
Sedenyic Philosophy	1	3	5	7	9
Taratellan Mysticism	1	3	5	7	9
Speak New Pelorian	1	3	5	7	9
Read/Write New Pelorian	1	3	5	7	9
Mystical Counter	1	3	5	7	9
Mystical Refutation	1	3	5	7	9
Physical Balance	2	3	4	5	6
Speed	1	2	3	4	5

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
Combat Focus (Whirling Blades)	2	3	4	5	6
Acceptance	2	3	4	5	6
Mental Focus	1	3	5	7	9

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

Counter Parry	Counter vs Fencing against weapon parry otherwise VDif.	1 <sup>st</sup> Enlightenment	PW: 1
Counters an opposing weapon or shield parry. If successful the attack does not hit the weapon or shield.			

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	Counter vs Dodge	2 <sup>nd</sup> Enlightenment	PW: 1
If an attack misses because of an opponent's dodge skill this counter makes it hit.			

Reflect Magic	Counter vs Religion for a theist attribute, spirit magic skill for a spirit spell or sorcery skill for a sorcery spell	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	Refutation vs Religion	3 <sup>rd</sup> Enlightenment	PW: 1
Refutes (ignores) an attribute with a duration cast by a non-Lunar theist.			

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

Refute Thought	Counter vs IQ+PW	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	Counter vs Weapon Skill	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. There is a special ability for sorcery training. Anyone lacking this 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 +3 skill, +3 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 +3 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
The target teeth are +3 skill, +3 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

Iron Hoof Blessing	IQ	10	PW	3/1 or 3p	Type	Ritual: Dif	Time	30 mins
The target hooves (or feet) are +3 skill, +3 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

Iron Hide Blessing	IQ	11	PW	2/1 or 2p	Type	Ritual: Dif	Time	30 mins
The target skin is has a +3 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

Lance of Agony Blessing	IQ	14	PW	4/1 or 4p	Type	Ritual: Vdif	Time	1 hour
The target lance is +3 skill, +3 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
Resist Pagan God Blessing	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
Resist Heathen Spirit Blessing	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
Sword of Righteousness Blessing	IQ	18	PW	5/1 or 5p	Type	Ritual: Edif	Time	1 hour
The target sword is +3 skill, +3 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

Craft Hell Metal	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
Enchant Bronze	IQ	12	PW	1p	Type	Ritual: Dif	Time	6 hours
The target bronze weapon or armour counts as Enchanted.							Range	Touch
Enchant Copper	IQ	15	PW	1p	Type	Ritual: Vdif	Time	6 hours
The target copper weapon or armour counts as Enchanted.							Range	Touch
Enchant Iron	IQ	17	PW	1p	Type	Ritual: Edif	Time	6 hours
The target iron weapon or armour counts as Enchanted.							Range	Touch
Enchant Black Hellfire Weapon	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
Enchant Indomitable Shield	IQ	19	PW	3p	Type	Ritual: Edif	Time	3 days
The target shield is +8 pts +1 CV.							Range	Touch
Enchant Helm of Command	IQ	20	PW	3p	Type	Ritual: Edif	Time	4 days
The target helmet gives the wearer +1 action in Leadership, 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
Enchant Unconquerable Armour	IQ	19	PW	3p	Type	Ritual: Edif	Time	6 days
The target armour is +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 VDif 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.
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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 (Min 1) 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 permanent 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+3 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 permanent 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 BD 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 Atroxic 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 permanent PW. The only other way to get rid of it is using other appropriate magic.	Range	Touch
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### 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 +4 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 +4 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 armour against air or electricity 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 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
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Heals 2 damage per PW as long as damage was caused by cold or air.	Range	Touch
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**The Tome of Grim Vengeance**

Curse of Catastrophe	IQ	14	PW	2	Type	Instant: Dif	Time	5 mins
Each target is allowed to resist. The spell may be targeted at multiple targets for 1 extra PW each. For the duration the targets fumble any roll where the total of the dice throw is 7 or less.							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 1 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 EDif Traditional save or comprehend Rufelza's Love subtracting 2 from Traditional (if this becomes negative gain revolutionary disadvantage) and adding 2 to Inclusive permanently. For the next 10 mins 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 hurts 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 gets an extra action.							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 +3 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 resist 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 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 hurt, and 4 a serious wound.							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 hurt, and 4 a serious wound.							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	10-100	Runelord	Yes
Greater Vexilla or Heroband	30-500	Runemaster	Yes
Herocult	50-3000	Hero	Yes
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 wyrtter, 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.
- Guardian entities will usually have individual 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.
Guardian	Heroband (focus varies)	Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the importance of the heroband.
Clan Wyrter	The land of a clan or the standard of the clan's Warband.	Has 1-3 awareness attribute, 1-3 defence attribute and 1-3 blessing attributes depending on the importance of the clan.
Tribal Wyrter	The standard of the tribe's warband.	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.

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 can use perception skills without penalty 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 +3 armour vs Solid or +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 -2 on listed skill, -3 on a Trait, -4 on a STAT or -3 damage.			
Increase (STAT, Trait, Skill)	Range: guarded area.	Duration: 1 hour	PW: 4
Members gain +2 on listed skill, +3 on a Trait, +4 on a STAT or +3 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 often 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	Detect Ambushers, Distract Missiles, Increase MA, Increase DX.
Six-Fold Magnificence of the Dawning Sun	Yelamalio Mercenaries' Lares	30	Detect Chaos, Resist Knockback, Increase Strength, Damage Pike, Increase Hits.

Focus of Guardian Entities

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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.