**Divine Invocation**

Divine invocation is the act of petitioning the gods to favor you with their magical powers. The gods of Anthis are active participants in the affairs of mortals, and frequently channel their powers through their priests.

**Learning Divine Invocation**

To cast divine spells, you will have to take the talent ***Acolyte Priest***, the skill ***Divine Invocation***, and have the ***Theology*** skill. Meeting this requirement gives you the ability to cast four spells from your god's spell list.

At character creation, you can spend one of your specializations to gain 2 more starting spells. The other specialization must be spent on theology to gain "follower" status with your god.

**Casting Divine Spells**

The rules for casting divine spells are as follows:

* You must be able to speak
* You must have a holy symbol to your god in one of your hands
* Your current divine invocation skill must be 1 or higher
* Casting requires a full action (or more)
  + Touch spells are an exception – they require a normal ½ action to cast, allowing you to act after casting
* Casting requires a skill test vs. the spell’s DL
* You temporarily lose spell casting levels for failure (1-3), or marginal success (1)
* Casting in combat gives you one of the following penalties
  + You can take the distracted penalty, giving a -4 to your casting check
  + You can take the combat cast penalty, giving a -4 to your defenses until your next action
  + Touch spells do not have this penalty

**Divine Favor**

All characters can accrue favor with the gods by performing services for them or their minions. Divine favor can be used as inspiration, but only when acting directly in the interest of that god, or casting one of its invocations.

If you spent a specialization on theology, you can be a follower of a god. Being a follower makes it easier to gain favor with your god. Instead of having to perform a service, followers gain favor by performing the rites and rituals of that god.

**Boons**

Divine favor can also be saved and spent on a divine boon. It takes 3 divine favor to acquire a boon. Each god has its own list of boons (to be determined), each of which lasts for an extended period of time (a gaming session, or until the current task is complete), or until it is invoked by the character.

Boons have a small chance (5%) to be permanent, granting a permanent power or bonus to the character.

**Divine Spells and Favor**

If you have divine favor with your god, you can use it to reroll invocation checks, or you can pledge it when casting a spell (before you reroll the skill check) to empower the spell. An empowered spell gains a free enhancement for each favor pledged.

*Note – There might be exceptions to this as some of the enhancements are pretty powerful and that is supposed to be offset by the DL increase. The notable example is summons, where each enhancement is a 4 level increase in the creature, which is just too powerful for mana/divine insp. I will have to think about this more carefully.*

**Leveling Divine Invocation**

Each level, you gain 1 spell pick. A spell pick can either be used to aquire a new spell, or an upgrade to a spell you already have. Alternately, you can spend 3 free checks to gain a new spell or upgrade.

**Gods of Anthis**

All the races of Anthis worship the twelve Lantern Gods who defeated Shadow and brought light back to the world. Winning the war against Shadow required the Lantern Gods to consume part of its essence and thus, each god has both light and dark aspects.

**Aquae (AW – kay)**

Aquae is the god of rivers, builders (particularly carpenters), community and agriculture. He represents ingenuity, invention and the triumph of man over his environment. He is especially revered by humans and dwarves.

In his dark aspect, Aquae is also “God of Locusts” and he rules over insects (particularly those that harm crops), floods and swamps.

Aquae favors sacrifices of gold, tools, (wooden) furniture and agricultural goods.

Aquae competes with Uldar for dominion over water. Over the years, this rivalry has become increasingly bitter and priests of these two gods will often fight.

The rites of Aquae are focused on civilization, agriculture and rivers. Aquae's rites include:

* ***Aquae’s Blessing***– When a building is erected, a symbol of Aquae is often buried in the foundation or walls. Symbols are usually made of wood with ornamental stones for decoration (100 g). However, those who are wealthy or looking for special blessings from the god of builders sometimes make more ornate offerings.
* ***Carpenter’s Blessing*** – When entering a city for the first time, it is customary for priests to bless the tools and workshops of local craftsmen.
* ***Cleansing Water*** – Aquae’s priests are responsible for the quality of the water used by cities and farms. Anything that spoils the rivers and lakes of Anthis must be corrected.
* ***Farmer’s Prayer*** – Every year before planting, villages hold a special festival to Aquae to pray for a good harvest.
* ***River Prayer*** *–* When crossing a river, it is customary to say a prayer to Aquae, or even leave a small sacrifice of gold, or grain.

**Aquae's Blessings**

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| **Level 1** | **Level 5** | **Level 9** |
| * Craftsman * River Born * Repellent I * Resist Poison(1) | * Aquae's Teachings * Charisma(2) * Healing Hands * Repellent II * Wit(2) | * Auto Craft(11) * Charisma(4) * Resist Poison(2) * Wit(4) |

**Aquae's Touch**

Characters that are god-touched by Aquae can choose from the following benefits:

* ***Green Finger*** – You have an uncanny way with plants, and can grow anything in almost any conditions. Your gardens are always blooming with fruits and flowers. You get a +4 to agriculture and herb lore checks pertaining to growing and cultivating plants – this includes assisting agriculture attempts by your enclave.
* ***Locust Form*** – You can spend one divine favor to call upon the dreaded locust form to increase your combat abilities. In locust form, you gain these abilities:
  + +2 armor value
  + +2 muscle; +4 toughness; +4 hit points
  + You can see in all directions and cannot be flanked
  + You can cling to sheer surfaces
  + You gain a wing-assisted 10 hex leap
* ***Tears of Aquae*** – By spending personal inspiration, or divine favor, you can instantly heal an ally 1d4 for each inspiration spent. This healing does not count as any healing category, and thus stacks with any other healing.

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| **The Rituals of Aquae** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Crafter's Blessing | VS | 10 | ??? | * The target's next crafting attempt is at +2 * Expenditure (1) | * Bonus +1 / x2 / +4 DL |
| Crossing Prayer | VS | 10 | ??? | * Calms a river and lowers the water to make crossing easier * Any check pertaining to navigating the river is +2 * Lasts until the priest crosses the river | * Bonus +1 / x2 / +4 DL |
| Defend Home | C | 10 | 10 R | * You and your allies get +1 attack, defense and damage if defending someone's home or a temple | * +1 AV / x1 / +4 DL * +1 Damage / x1 / +3 DL |
| Farmer's Blessing | L | 10 | 1 Y | * Blesses a village (site) such that all farmers who remain at that site get a +1 to all farming checks for the coming year * Alternately, can bless a food site on the strategic map to give it CH+1 for 3 enclave turns. This takes the character's enclave turn. | * Bonus +1 / x1 / +8 DL * Option – casting does not take your strategic turn / x1 / +4 DL * Strategic Duration x2 / x2 / +4 DL |
| Holy Water | VS | 10 | 1H | * A small volume of water glows and sparkles with the light of the Lantern Gods * Casts light in a 10 hex radius | * Duration x5 / x4 / +2 DL * Radius x2 / 3x / +3 DL |
| House Guard | VS | 10 | 1 D | * A spirit guards a small building, raising the alarm if someone enters | * Option – anyone with hostile intent attempting to enter the area must save power(14) or take 1d6+1 penetrating damage upon doing so / x1 / +4 DL * Option – anyone with hostile intent attempting to enter the area must save power(14) be stunned for one round upon doing so / x1 / +4 DL |
| Locust Swarm | C | 10 | Inst | * A direct, physical attack that does 2d6 damage (Skill) * Pierce(3) * Expenditure(1) or ***Divine Malus*** | * Increase Dmg Dice / x3 /+3 DL * Morph – you can cast the spell once each fight without incurring the expenditure penalty / x1 / +0 DL * Pierce +1 / x2 / +3 DL * Save DL +2 / x3 / +2 DL |
| Purify Water | L | 10 | 1 D | * Bless a small totem so that it purifies a small spring or section of river * Affects a 20 meter radius * Does not destroy sources of continued contamination; once the spell ends, the water will be fouled once again * Expenditure(1) | * Duration x5 / x4 / +2 DL * Option – at the GM's discretion, destroys a source of contamination if in the radius of the spell / x1 / +10 DL * Radius x2 / 3x / +3 DL |
| **Tier 2 Rituals** | | | | | |
| Blessing of the Boat | S | 14 | 1 D | * A boat appears in the next few minutes, gently floating near shore * The boat holds the priest and his party (up to 6 people) * Expenditure(1) | * Duration x5 / x4 / +2 DL * Option – grants sailing skill +2 (or 12 skill) / x1 / +4 DL * Passengers x2 / x3 / +3 DL |
| Healing Water | C | 14 | 10 R | * Turns fresh water into healing salve * Salve takes a whole round to apply * One skin of water can treat 3 injuries * When the spell ends, unused salve becomes water * Magic 2d4 healing | * Amount x2 / 2x / +3 DL * Duration x5 / x4 / +2 DL * Increase Heal Dice / x2 / +3 DL |
| Locust Cloud | C | 14 | Inst | * Creates a cloud of locusts in a 3" radius * Anyone in the cloud takes 2d6 physical damage * Pierce(3) * Skill 14 to negate * Expenditure(1) or ***Divine Malus*** | * Increase Dmg Dice / x3 /+3 DL * Morph – you can cast the spell once each fight without incurring the expenditure penalty / x1 / +0 DL * Pierce +1 / x2 / +3 DL * Radius x2 / x3 / +3 DL * Save DL +2 / x3 / +2 DL |
| River Guard | VS | 14 | 1 D | * Churns a river and raises the water level, making crossing difficult * All checks pertaining to crossing the river are at a -2 penalty * Anyone failing a check starts to take 1d6 penetrating damage each round until an athletics check is made DL 14 | * Crossing Penalty -2 / x2 / +4 DL * Duration +1 day / x4 / +2 DL * Increase Damage Dice / x2 / +3 DL * Save DL +2 / x3 / +2 DL |
| River Scout | VS | 14 | Inst | * Gives information about the terrain through which the river runs * Gives information about creatures who have crossed, traveled or camped near the river * +2 to navigate, tracking, herb and animal lore rolls | * Bonus +1 / x2 / +4 DL |

**Brul**

Brul is the god of strength, power and heroism. He is patron of soldiers, fighters, gladiators and anyone who lives and dies in single combat, or on a battlefield. Brul is patron of the Vask and is often portrayed as a muscled Vask warrior.

In his dark aspect, Brul is the god of the horrible effects of war, and oversees destruction, famine and rapine.

Brul favors sacrifices of finely crafted weapons and armor, and the heads of his enemies.

Brul considers Lex’s approach to warfare weak and cowardly and the strength god has challenged his general in the past. This rivalry has never grown into open warfare, but the priests of the two gods tend to chafe when in each other’s’ company.

Brul’s rites are focused on blessing warriors and protecting the battlefield dead from Shadow:

* ***Consecrate Battlefield***– After large battles, it is often not possible for priests to properly dispose of the bodies in time for them to avoid corruption by Shadow. Followers of Brul are taught how to consecrate sites of battle to protect the dead until they can be permanently disposed of.
* ***Soldier’s Prayer*** – Soldiers often go into battle carrying a symbol of Brul (5 g) and invoking his name, hoping that he will lead them to acts of heroism and might, and ultimately get them home safely.
* ***Taking Heads*** – Some of the more brutal followers of Brul will pledge the heads of their enemies to the god. Brul is said to give his favor to those that can honor that pledge, but will curse those that fail.

**Brul’s Blessings**

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| **Level 1** | **Level 5** | **Level 9** |
| * Fearsome Display * Fight with Wild Abandon * Improved Charge * Stand Ground | * Muscle(2) * Taunt I * Toughness(2) | * Muscle(4) * Taunt II * Toughness(4) |

Brul’s divine invocations are called Banners, and create a mystical banner. Banners can be carried in the caster’s off hand, or planted in the ground. They last 6 combat rounds once they are planted, but if they are carried, they can last until the end of the battle.

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| **The Rituals of Brul** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Banner of Advance | C | 10 | 6 R | * You and adjacent allies get +2 move as long as you are moving toward enemies * If used to move away from enemies, the priest must expend(1) or take ***Malus*** |  |
| Banner of Pain | C | 10 | 6 R | * You and adjacent allies get +1 accuracy and +1 damage |  |
| Banner of the Shield | C | 10 | 6 R | * This banner is short and light, and can be used as a shield, giving a +2 block |  |
| Banner of the Stalwart | C | 10 | 6 R | * You and any allies get +4 temporary hit points when you first enter a hex adjacent to this banner |  |
| Cleaving Banner | C | 10 | 6 R | * All allies within 3 hexes of you can act as though they have the *Cleave* talent |  |
| **Tier 2 Rituals** | | | | | |
| Banner of Blood |  |  |  | * All adjacent allies get Bleeder(2) |  |
| Bronze Banner |  |  |  | * All adjacent allies get +1 defense and +1 AV |  |
| Iron Banner |  |  |  | * All adjacent allies resist magic(1) |  |
| Piercing Banner |  |  |  | * All adjacent allies get Piercer(2) |  |
| Rallying Banner |  |  |  | * You and adjacent allies heal 1d4 hit points when this banner is first planted * Anyone suffering a fear, or mental status effect can save again to shake its effects * Expenditure(1) or ***Malus*** |  |

**Cancri**

Cancri is the Oracle Goddess and has dominion over fate and destiny. She knows everything that has happened and everything that is going to happen. She also ferries the souls of the dead to their final rest. She is patron to messengers, mages, sages and anyone who deals with the dead.

Cancri enjoys fine fabrics, spices and valuable artifacts from the newly dead.

The rites of Cancri include:

* ***Naming Ritual*** – Those that worship Cancri believe that names have power and that a child’s name can influence its life. When a child is born, the parents will choose a set of names they wish to give the baby and present them at a temple of the goddess, or write them on slips of parchment and burn them. Children who are not named by Cancri are said to be consigned to have no destiny and thus live meaningless lives.
* ***Ribbon Ceremony*** – At funerals, it is common practice to lay a fine ribbon etched with symbols of divination over the dead. Often, the ribbon will be cut, symbolizing the goddess ending the deceased's destiny.
* ***Oracle Pilgrimage*** – It is not uncommon for those with means to travel to an Oracle Priestess of Cancri when faced with a difficult, life-altering decision. Payment to the Oracle ranges based on the subject, but can be as simple as a tithe (100g), or as complex as a quest.

**Cancri’s Blessings**

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| **Level 1** | **Level 5** | **Level 9** |
| * Craftsman * Fortune Giver * Inspired | * Lucky(1) * Lucky SOB * Power(2) * Secret Scrolls * Wit(2) | * Lucky(2) * Power(4) * Wit(4) |

Brul’s divine invocations are called Banners, and create a mystical banne

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| **The Rituals of Cancri** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
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| **Tier 2 Rituals** | | | | | |
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**Castor and Corax**

Also known as the twins, Castor and Corax are the gods of Anthis’ twin suns. They led the gods' charge against the Shadow that ruled Anthis and in doing so, they absorbed most of the Shadow’s essence when it was defeated. This changed their nature from gods of light, truth and glory into gods of deception, dreams, divination, fire and madness.

Cancri and the Twins are rivals over the domain of magic and divination. Followers of each god will often try to outdo the others.

The Twins take valuable artifacts, especially those with magic powers, as sacrifices. In addition, their priests can give their nightmares as sacrifices.

The rites of the twins include:

* ***Against the Darkness***– Because they consider any form of total darkness to be a potential gateway to Shadow, priests of The Twins are almost never found without a candle, lantern or some other form of light. Temples dedicated to Castor and Corax often house large flames which the priests keep lit at all times as a symbol of their vigilance.
* ***Nightmare Watch*** – Those haunted by nightmares will seek out priests of The Twins who will watch over them during the night and take on their nightmares for them.
* ***The Vigil*** – Followers of Castor and Corax hold vigil on the longest night of every year to keep Shadow at bay and to pray for the return of the Twins.

**Castor and Corax’s Blessings**

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| **Level 1** | **Level 5** | **Level 9** |
| * Resist Shadow Magic(1) * Teachings of the Twins * Shadow Fighter | * Fiery Personality * Power(2) * Reflex(2) * Resist Fire(1) * Resist Shadow Magic(2) | * Power(4) * Reflex(4) * Resist Fire(2) * Resist Shadow Magic(3) |

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| **The Rituals of Castor and Corax** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Beacon | C | 10 | 10r | * Shoots a light into the sky illuminating a 10” radius * Any shadow creature in this area is Chilled(1) | * Duration x5 / x4 / +2 DL * Radius x2 / 3x / +3 DL |
| Campfire Vigil | S | 10 | 1 night | * Spirits of the fire watch over camp, protecting everyone in the light from the dangers of shadow * +2 Survival to determine if a camp is viable * Shadow cannot enter the camp | * Bonus +1 / x2 / +4 DL |
| Detect Shadow | VS | 10 | Inst | * Detect shadows and their magic within 10” radius | * Radius x2 / 3x / +3 DL |
| Fire Bolt | C | 10 | Inst | * Bolt of flame does 2d6 * Ignite(3) | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Ignite +1 / x2 / +3 DL |
| Impulsive Acts | C | 10 | 6r | * +2 initiative * +1 movement * Fast(1) | * Fast +1 / x2 / +4 DL * Move +1/ x2 / +3 DL |
| Minor Madness | VS | 10 | 10m | * Caster takes a -1 penalty to Wit and Charisma * Caster gets +2 to all spell saves * Caster gets +1 melee damage | None |
| **Tier 2 Rituals** | | | | | |
| Consume Shadow | C | 14 | 1h | * You consume the remains of a dead shadow to give yourself a boon * Choose one of the listed boons when you take this spell * Boons do not stack, if you consume another corpse, you get no further benefit | * Additional Boon Stacks / x2 / +3 DL * Option – Can learn another boon and choose which to take when consuming the shadow / x5 / +0 DL |
| Fire Burst | C | 14 | Inst | * Burst of flame in 2” radius * Does 2d6 and Ignite(3) | * Increase Dmg Dice / x3 /+3 DL * Ignite +1 / x2 / +3 DL |
| Glimpse | VS | 14 | Inst | * You get a vision granting insight into the target’s near/immediate future |  |

**Hegre (HEG – ree)**

Hegre, Master of the Hunt, is the reclusive god of the wilderness. He is the patron of hunters, druids and rangers. He holds court over the forests of Anthis and all of the plants and creatures therein.

Hegre's dark aspect is that of a despoiler who hunts and kills for pleasure instead of sustenance. In this form, he is patron of lycanthropes, cannibals and others who hunt their own kind.

Hegre favors cuts of meat and hides from prize animals. He also values finely crafted (wooden) spears, bows and arrows.

Hegre often finds himself in opposition to the goals of Aquae, Lex and Libre. He also finds the use of fire by The Twins to be distasteful.

The rites of Hegre deal with nature, hunting, and eschewing the trappings of civilization in favor of the natural order. Hegre's rites include:

* ***Hegre's Due*** – Hunters will typically bury or burn choice cuts of any animal they kill to honor Hegre and insure good hunts in the future.
* ***The Hunt*** – When monsters threaten a community, priests of Hegre can call for a sacred hunt in which hunters from nearby lands will gather to kill the offending beasts.
* ***The Running*** – On certain holy nights, when Hegre is prominent in the night sky, his priests will run in the wilderness as beasts, experiencing the world as animals do.
* ***Wild Pact*** – The pact states that man take his place among the other animals in the wild. Followers of Hegre hunt only as their need dictates and they use no traps, poisons, or magic (aside from Hegre’s spells) during their hunts, relying on skill and cunning instead of artifice. They protect the wild from destruction or corruption.

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| **The Rituals of Hegre** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1** | | | | | |
| Beast Claw | C | 10 | 6 r | * Gain claws (1d6 weapon) * Gain brawling 12 or +2 skill (whichever is higher) | * Duration x2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL |
| Gentle Mist | C | 10 | 10 m | * Creates a 10 hex radius of gentle precipitation * All missile fire through the area is -1 to-hit * All fire or lightning spells have a +1 DL to cast * All saves against fire or lightning effects get a +2 bonus * All damage by fire or lightning spells is -1 point/die | * Duration x5 / x2 / +2 DL * Missile Penalty +1 / x2 / +3 DL * Radius x2 / 3x / +3 DL * Resist +1 / 2x / +4 DL |
| Honor the Pact | VS | 10 | 1 h | * Those who participate gain resist(1) vs. poison and traps * Using poison or traps while this blessing is in effect earn divine malus | * Morph – Also gives resist magic(1), but all so blessed cannot use magic without gaining malus / 1x / +6 DL * Resist +1 / 1x / +4 DL |
| Hunter’s Blessing | VS | 10 | 1 d | * Participants get a +1 to animal lore, navigate and track that day | * Also gives a bonus to survival / 1x / +4 DL |
| Nature’s Quiver | VS | 10 | Inst | * The caster takes an armful of wood and creates 12 basic arrows | * Arrows x2 / x2 / +2 DL * Moprh – creates 6 throwing knives or javelins, or other missile weapon / x1 / +0 DL * Options – arrows are blessed (+1 acc, +1 dmg) / x1 / +3 DL * Option – can be cast in combat / x1 / +3 DL * Option – caster needs no wood to cast the spell / x1 / +3 DL |
| Nature’s Scent | VS | 10 | 5 h | * Obscures the caster’s scent * Animals that rely on scent are not able to track the character (-10 to search, track rolls) | * Morph – also makes caster invisible and inaudible to creatures, but only works on “natural” beasts / x1 / +4 DL |
| Wood Walker | VS | 10 | 1 d | * Travel overland through woods at 25% faster rate * No movement or rough terrain penalties in wooded battlefields | * Option – caster gains +1 combat move in wooded battlefields / x2 / +3 Dl * Move Rate +25% / x2 / +3 DL |
| **Tier 2** | | | | | |
| Lick Wounds | VS | 14 | Inst | * 1d4+1 magical heal | * Increase Heal Dice / x2 / +3 DL * Option – can be cast in combat / 1x / +3 DL |
| Nature’s Summons | C | 14 | 6 r | * Summons a wild animal to fight for the caster * Can only be used in a wilderness setting | * Creature is level 5 / x1 / +4 DL * Creature is level 9 / x1 / +4 Dl * Creature is level 13 / x1 / +4 DL |
| Trackless Passage | VS | 14 | 1 d | * Tracking checks made against the caster are at a -4 penalty * Allies must remain close to the caster to be affected | * Option – those present (up to 6) at the casting gain the benefit regardless if they stay with the caster / x1 / +3 DL |
| **Tier 3** | | | | | |
| True Shot | VS | 18 | Inst | * Your next missile attack is +4 to-hit, +2 damage, and +1 wound | * None |
| White Stag | VS | 18 | 1 h | * Calls a majestic white stag to carry the caster through the wilderness * Caster can ride the stag as a mount, using his riding skill (or 12, whichever is higher) * In combat, the stag will battle with the caster | * Morph – the caster can choose another animal, but the stats are similar / x1 / +0 DL |
| **Tier 4** | | | | | |
| Call The Hunt | L | 24 | ??? | * Calls all followers of Hegre in a large radius (20 km) to converge on the caster’s location * The priest can specify one threat to Hegre’s domain that the called beings will help eliminate * Lasts until The Hunt is over * Investiture(1) | * None |

**Lex (Leks)**

Lex is the Spirit of Kings and the patron of all who rule and protect others. He is the god of fathers, kings and generals. He is the patron of the rich and powerful, and those with grave responsibilities or duties. He is the keeper of oaths and the leader of men.

Lex’s dark aspect is the cruel god of tyrants and slavers. He rules with an uncaring, iron fist, and oppresses who would dare speak against him. He is the god of inequity and injustice.

Lex takes sacrifices with regards to the means of the petitioner. From those who are rich and mighty, Lex expects sacrifices of gold, or finely crafted items. From those who are less fortunate, Lex might take only a few coins, or a small gift of food.

Lex views Brul and his followers as brutish and considers their approach to battle to be foolhardy. This rivalry has never grown into open warfare, but the priests of the two gods tend to chafe when in each other’s’ company.

Lex and Libra also find themselves with a great deal of overlap. Both lay claim to the domains of judges and law. Generally, their priests work together to maintain order, but there are occasional disputes.

The rites of Lex are often large, formal holidays marking great milestones:

* ***Coronation of Kings*** – Those who take the crown will often seek a blessing from Lex so that they may rule wisely. This often takes the form of a grand ceremony where the most important are invited, and their lesser may watch from a respectable distance.
* ***Father’s Prayer*** – Those who lead, or who have serious responsibilities say this prayer to Lex to allow them to carry out their duties without fail. This prayer is often said upon first waking,

**Lex’s Blessings**

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| **Level 1** | **Level 5** | **Level 9** |
| * Recruiter * Retribution(12) * Wealth(100) * Word of God | * Charisma(2) * Lex’s Teachings * Power(2) * Ring Bearer * Wealth(250) | * Charisma(4) * Power(4) * Retribution(11) * Wealth(500) |

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| **The Rituals of Lex** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Crown of Kings | L | 10 | 1 H | * +2 Charisma |  |
| King’s Councilor | VS | 10 | Inst | * You give an ally a +2 to a skill check * Expenditure(1) |  |
| Lex’s Aegis | C | 10 | 12 R | * Lex causes a shield to materialize if your off-hand * This shield gives you +2 Block and allows you to block missiles |  |
| Protector’s Prayer | C | 10 | 6 R | * You take a -1 to your defenses * All adjacent allies get +2 to their defenses |  |
| **Tier 2 Rituals** | | | | | |
| Aura of Authority |  |  |  | * All within 2 hexes are smitten (Charisma, Power) until they save * Out of combat, people that fail their save will be favorably disposed to the caster, and the caster will get +2 to all social checks against them |  |
| Command |  |  |  | * You issue a one word command and your target is compelled to follow to the best of his ability (Power) * Expenditure(1) or ***Malus*** |  |
| Tier 3 Rituals | | | | | |
| Tyrant’s Chains | C | 18 | 3 R | * Your target is held by chains, unable to move or act (Muscle, Power) * Expenditure(1) or ***Malus*** |  |

**Mordain (mor – DAIN)**

Mordain is the Mountain God. His essence is part of the land, the soil and the rocks. He is god of the earth, the mountains, miners and burrowing creatures. He is patron of anyone who dwells beneath the ground, or makes their living there. He is also the god of craftsmen (particularly smiths).

In his dark aspect, Mordain is the Lord of Greed who pillages the land and poisons the water in search of gold.

Mordain loves gold and finely crafted objects. Because of his people’s history with Shadow, items or creatures tainted with Shadow are destroyed on his altars.

Mordain and Aquae share their dominion over crafters. They often cooperate on major projects, but there is still a strong impulse to compete and outdo each other. Mordain finds Hegre's rustic disposition to cities and metalsmiths to be troubling.

The rites of Mordain deal with crafting, destroying shadow, and the underworld which is the home of the dwarves:

* ***Burying The Dead*** – Burying the dead turns their souls over to Mordain to protect. Anytime priests of the Earthen God come across unburied bodies, they have a duty to consign them to the earth.
* ***Prayer Against Shadow*** – At sunset, or before entering an underground location, priests of Mordain will bless their allies.
* ***Remember The Lost*** – Every new moon, the priests of Mordain will pray for the countless dwarves lost when Shadow conquered the holds.
* ***Smith’s Blessing*** – When entering a city for the first time, it is customary for priests to bless the tools and workshops of local craftsmen.

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| **The Rituals of Mordain** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Canary Call | VS | 10 | 6h | * You detect gas and contaminated air * +2 Save vs. gas attacks/effects | * Duration x5 / x2 / +2 DL * Option – Also gives a +2 to traps checks / x1 / +4 DL |
| Crafter’s Blessing | VS | 10 | ??? | * The target’s next crafting attempt is +2 * Expenditure(1) | * Bonus +1 / x2 / +4 DL |
| Dig | S | 10 | 1 h | * You can dig as though you were 10 men | * Duration x2 / x2 / +2 DL * Effect x2 / x2 / +4 DL |
| Earth Shake | C | 10 | inst | * All characters in 1 hex radius must save MUS or SKL DL 12 or be knocked prone * 2 hex radius around caster becomes rough ground | * Also does 2d4 penetrating damage to those knocked down / x1 / +3 DL * Increase Dmg Dice / x3 /+3 DL * Radius +1 / x2 / +3 DL * Save DL +2 / x3 / +2 |
| Light | VS | 10 | 1h | * Causes the priest's holy symbol to glow with a cool, bright light * Lights an area up to 5 hex radius | * Duration x5 / x2 / +2 DL * Radius x2 / 3x / +3 DL |
| Miner’s Prayer | VS | 10 | 1 m | * Targets gain the ability to “feel” nearby mineral deposits within 100 meters * +2 Mining checks * Expenditure(1) | * Duration x5 / x2 / +2 DL * Radius x2 / 3x / +3 DL |
| Stone Fly | C | 10 | inst | * Hurl a stone at an enemy that does 2d6 physical damage if it hits | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Option – Attacks 3 targets, but damage is reduced by 1 die step / x1 / +0 DL |
| Stone Skin | C | 10 | 6 r | * Increases AV by 1 * -1 move and -1 defense | * Option – Gives 4 temporary hit points / x1 / +2 DL * Option – Remove penalties / x1 / +3 DL |
| **Tier 2 Rituals** | | | | | |
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**Ulder (OOLD – ur)**

Ulder is the god of the sea and storms. He is the king of all creatures of the sea, and all who make their living from the sea. Sailors and fishermen pray to Ulder to grant them the sea’s bounty and safe passage.

Ulder is one of the three stewards of the dead. Any who die in the sea, or whose bodies are consigned to the sea are protected by Ulder. Ulder controls the Army of the Drowned, a legion of the animated corpses of drowned sailors.

In his dark aspect, Ulder is the Storm God who rages, smashes boats and drowns their crews. He is the god of sharks and kraken and all those who prey on sailors and swimmers.

Aquae competes with Uldar for dominion over water. Over the years, this rivalry has become increasingly bitter and priests of these two gods will often fight.

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| **The Rituals of Ulder** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Cloud Seer | S | 10 | 1 d | * You know the weather for the coming day * +1 Survival checks * +1 Sailing checks |  |
| Lightning Caller | C | 10 | Inst | * Hits one target for 2d6 electrical damage * Pierce(4) vs. metal armor * Expenditure(1) or ***Malus*** | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL |
| Lookout | VS | 10 | 1 H | * Climb +2 * Search +2 * Your vision is magnified by 2 times |  |
| Salt Seer | C | 10 | Inst | * This ***Touch***  spell cakes your weapon in a layer of salt * If you hit an opponent who has a wound, or a bleed condition, they add Impair(1) to the wound (Toughness) * Sticky(4) |  |
| Storm Savior | VS | 10 | 3 h | * Makes a small area around you immune to the effects of a storm * Affects a 4 hex radius around you * Effects of rain, wind, and lightning can be ignored in those hexes as long as you keep praying to Ulder * Expenditure(1) | * Duration x5 / x2 / +2 DL * Radius x2 / 3x / +3 DL |
| Ulder’s Fire | VS | 10 | 1 h | * Causes a staff, or other wooden object to have a faint glow * Lights an area up to 5 hex radius | * Duration x5 / x2 / +2 DL * Radius x2 / 3x / +3 DL |
| **Tier 2 Rituals** | | | | | |
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**Vidra (VEE – druh)**

Vidra is rules over all of mankind’s more noble impulses – loved, passion, faith, mercy and self-sacrifice. She is patron to lovers, mothers, brides and virgins.

In her dark aspect, Vidra is the patron of the scorned and she is the mistress of vanity, envy and loss.

Stuff to be converted later

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| **More Mordain rituals** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
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| Encapsulate | S | 14 | 1 d | * Encapsulates an object you can hold in a protective stone shell | * Duration x5 / x2 / +2 DL * Encapsulation becomes magically strong, requiring supernatural means of breaking / x1 / +4 DL * Volume x2 / x2 / +3 DL |
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|  |  |  |  |  |  |
| Prayer Against Shadow | VS | 14 | 3 h | * All allies that participate in the prayer gain a +1 defense against Shadow for the next 3 hours | * Add +1 attack / x1 / +3 DL * add +1 damage / x1 / +3 DL * Duration x2 / x2 / +2 DL |
| Shape Earth | S | 14 | 10 m | * You can shape 1 cubic meter of earth as though it was soft clay * Expenditure(1) | * Duration x5 / x2 / +2 DL * Volume x2 / x2 / +3 DL |
| Shatter | C | 14 | inst | * Your next melee attack does an extra 2d6 penetrating damage against stone or metal creatures/structures | * Duration +1 attack / x2 / +3 DL * Increase Dmg Dice / x3 /+3 DL |
| Singing Stones | VS | 14 | inst | * Ask a worked stone object/section a question that can be answered in a single word * Question must have something to do with the layout of the area, or someone who has touched, passed across it, or is near it * Expenditure(1) | * None |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| Summon Beetle | C | 14 | 6 r | * Summons a beetle to fight for the caster | * Creature is level 5 / x1 / +4 DL * Creature is level 9 / x1 / +4 Dl * Creature is level 13 / x1 / +4 DL |
| Underworld Minions | C | 14 | 10 r | * Summons 3 dwarven spirits to fight for the caster * Spirits are minion level | * Minions have +1 attack / x3 / +3 DL * Minions have +1 damage / x3 / +3 DL * Minions have +1 defense / x3 / +3 DL |