**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*** |  |