**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 1” 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 |  |