**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** | | | | | |
| Hegre’s Hunt | VL | 14 | 1 Y | * Invest some of Hegre’s power into a missile weapon * The weapon gets either a +1 accuracy, or a +1 damage * Investiture(1) |  |
| 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 |