**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** | | | | | |
| Helm of Kings | L | 10 | 1 H | * +2 Charisma |  |
| Judge’s Prayer | VS | 10 | 1 H | * You get a +2 to investigate, converse and detect lies |  |
| 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 |  |
| Powerful Voice | VS | 10 | 1 H | * Your voice can be raised to a booming volume * You can be heard up to 1 km away * You get a +2 bonus to diplomacy and oratory |  |
| 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 | C | 14 | Inst | * 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 | C | 14 | 1 R | * You issue a one word command and your target is compelled to follow to the best of his ability (Power) * Expenditure(1) or ***Malus*** |  |
| Tyrant’s Strike | C | 14 | 3 R | * This ***touch*** spell imbues the target’s weapon with Lex’s anger * Attacks do an additional 1d6 damage * Expenditure(1) or ***Malus*** |  |
| Wise Crown | VL | 14 | 1 Y | * You invest a crown with the power of Lex * +1 Wit * Investiture(1) |  |
| **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*** |  |