**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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