**Ulder (OOLD – ur)**

Ulder is the god of the sea and storms. He is the king of all creatures of the sea, and all who make their living from the sea. Sailors and fishermen pray to Ulder to grant them the sea’s bounty and safe passage.

Ulder is one of the three stewards of the dead. Any who die in the sea, or whose bodies are consigned to the sea are protected by Ulder. Ulder controls the Army of the Drowned, a legion of the animated corpses of drowned sailors.

In his dark aspect, Ulder is the Storm God who rages, smashes boats and drowns their crews. He is the god of sharks and kraken and all those who prey on sailors and swimmers.

Aquae competes with Uldar for dominion over water. Over the years, this rivalry has become increasingly bitter and priests of these two gods will often fight.

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| **The Rituals of Ulder** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Cloud Seer | S | 10 | 1 d | * You know the weather for the coming day * +1 Survival checks * +1 Sailing checks |  |
| Lightning Caller | C | 10 | Inst | * Hits one target for 2d6 electrical damage * Pierce(4) vs. metal armor * Expenditure(1) or ***Malus*** | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL |
| Lookout | VS | 10 | 1 H | * Climb +2 * Search +2 * Your vision is magnified by 2 times |  |
| Salt Seer | C | 10 | Inst | * This ***Touch***  spell cakes your weapon in a layer of salt * If you hit an opponent who has a wound, or a bleed condition, they add Impair(1) to the wound (Toughness) * Sticky(4) |  |
| Ulder’s Fire | VS | 10 | 1 h | * Causes a staff, or other wooden object to have a faint glow * Lights an area up to 5 hex radius | * Duration x5 / x2 / +2 DL * Radius x2 / 3x / +3 DL |
| **Tier 2 Rituals** | | | | | |
| Call the Drowned | C | 14 | 6 R | * Summon a drowned from a nearby body of water * Expenditure(1) or ***Malus*** |  |
| Drowning Touch | C | 14 | 3 R | * This ***Touch*** spell does 1d6 penetrating damage to your target * Your target is choking until your next action * Expenditure or ***malus*** |  |
| Sailor’s Medallion | L | 14 | P | * You imbue a medallion with ulder’s blessing * Sailing +1 * Swim +1 (+1 hex/round) * Investiture(1)+ |  |
| Storm Savior | VS | 14 | 3 h | * Makes a small area around you immune to the effects of a storm * Affects a 4 hex radius around you * Effects of rain, wind, and lightning can be ignored in those hexes as long as you keep praying to Ulder * Expenditure(1) | * Duration x5 / x2 / +2 DL * Radius x2 / 3x / +3 DL |
| Tidal Wave | C | 14 | Inst | * A wave of water smashes into your foes * 2d6 water damage in a wave 3 hexes wide by 4 hexes long (Muscle, Reflex) * Prone |  |
| **Tier 3 Rituals** | | | | | |
| Undersea Journey | S | 18 | 1 H | * You and your allies can breath and act underwater |  |