

# Divine Lore

A “Gods & Monsters” Lorebook

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# Spirits

There are up to eighteen levels of spirits, possibly more in some campaigns. Spirits may manifest themselves in numerous ways. “Spirit manifestations” in other games are sometimes called “clerical”, “druid”, or “priest” spells. You can still often use them in “Gods & Monsters”. If the other game uses seven levels of spells, you can usually double the level of any spell less than seventh level, and then possibly subtract one, for the “Gods & Monsters” level. Seventh level spells in other games might be from thirteenth to eighteenth level. The class of “all” is often the “prophet” spirit: all prophets may call the spirits capable of performing these manifestations.

Most spirit manifestations may be ended at any time by the calling prophet. Some manifestations list a duration of “concentration”. This means that the manifestation lasts as long as the prophet continues the rite (which may include gestures, words, and/or a focus, according to the spell description).

Causing spirits to manifest requires the performance of a special rite on the part of the prophet. Rites can generally consist of *words*, *gestures*, and a *focus*. When a rite requires words, the words must be pronounced clearly and said firmly and at a conversational loudness. They may not be whispered, for example. When a rite requires gestures, the gestures will require freedom of movement of arms, hands, and fingers. A focus is some physical thing that the prophet must have in order to cause the spirit to manifest. Rites which require a focus usually do not result in the destruction of the focus. Unless otherwise noted, a focus may be re-used for further rites. Where a rite calls for a focus but none is listed, the prophet’s holy symbol is the focus.

Where a spell’s success depends on the faith of the target (usually through a Wisdom roll), the prophet may give their wisdom or charisma, as a major modifier, as a bonus to any potential believers’ rolls.

# Spirit Types

## Animal

Animal Call/Bane  
Animal Companion  
Animal Revelation  
Animal Tracks  
Aurora  
Divine Courier  
Druidsight  
Easy Catch  
Infestation  
Protection from Animals  
Ravel/Unravel  
Sword to Snake  
Track Animal  
Vermin Bane/Call

## Chaos

Glory Days/Decadence  
Ethical Invisibility (Order)  
Babel  
Babel Script  
Detect Influence  
Protection from Order

## Charm

Animal Companion  
Captivate  
Command  
Courage/Fear  
Dissension  
Divine Sanctuary/Peril  
Enthrall/Aversion  
Quest  
Serenity  
Spiritual Hold  
Spiritual Torpor  
Steady Will

## Death

Darkness  
Deadly Injury  
Decadence  
Deflower

Deplete Vitality  
Foul Air  
Foxfire  
Infestation  
Locate Disease  
Nauseate  
Open Wounds  
Paths of the Dead  
Putrefy Food  
Spiritual Hold  
Spiritual Torpor  
Vermin Call  
Water of Life

## Earth

Anchor  
Earth Shot  
Earthmeld  
Part Sand  
Part Stone  
Stone Rain  
Sunder Stone Structure

## Fire

Aurora  
Dry Water  
Fire Stone  
Part Ice  
Pure Fire  
Sunlight

## Healing

Aurasight  
Cure Nausea/Nauseate  
Death's Door  
Detect Ailment  
Detect Influence  
Divine Nourishment  
Fresh Air  
Heal Injury  
Just Sleep  
Locate Disease  
Paths of the Dead

Restore/Deplete Vitality  
Restore Health  
Spark of Life  
Water of Life

## Hearth

Courage  
Divine Nourishment  
Hearthmeld  
Fire Stone  
Fresh Air  
Freshen Food  
Just Sleep  
Pure Fire  
Ravel/Unravel

## Order

Command  
Divine Contract  
Ethical Invisibility (Chaos)  
Grave Contract  
Major Contract  
Placement  
Protection from Chaos

## Peace

Detect Enemies  
Divine Contract  
Grave Contract  
Major Contract  
Serenity  
Speak in Tongues  
Summit  
Sword to Snake  
Sunder Weapons  
Understanding  
Wisdom

## Plant

Divine Nourishment  
Earthmeld  
Flower/Deflower  
Foxfire  
Fresh Air

Helpful/Unhelpful Hemp  
Invisible Passage  
Locate Plant  
Passage/Tangle  
Plant Growth  
Ravel/Unravel  
Sunder Stone Structure  
Sunder Weapons  
Sunlight

## Prophecy

Animal Revelation  
Aurasight  
Detect Ailment  
Detect Enemies  
Detect Influence  
Detect Life  
Divine Presence  
Glory Days/Decadence  
Know Morality  
Locate Disease  
Locate Plant  
Locate Water  
Placement  
Safe Passage  
Tidings  
Track Animal  
Worshipful Direction

## Prophet

Bless/Defile  
Divine Greatness  
Divine Guidance  
Divine Presence  
Faithful Action  
Quest  
Rebuke Spirit

## Protection

Anchor  
Breathe Easy  
Bridge of Faith  
Buoyancy  
Calm Storm  
Courage/Fear  
Divine Custody  
Divine Esteem  
Divine Favor/Disfavor  
Divine Prowess  
Divine Sanctuary

Durability  
Ethical Invisibility  
Fair Weather Faith  
Fresh Air  
Freshen Food  
Invisible Passage  
Ladder of Faith  
Part Ice  
Part Sand  
Part Stone  
Part Water  
Passage  
Protection from Animals  
Protection from Morality  
Protection from Sorcery  
Protection from Temperature  
Protection from Undead  
Safe Passage  
Steady Will  
Sunder Weapons  
Suppress Sorcery  
Unravel Spell  
Vermin Bane

## Sky

Animal Call/Bane  
Animal Companion  
Animal Revelation  
Aurora  
Calm Storm  
Divine Courier  
Stone Rain  
Sunlight/Darkness  
Know Weather  
Night Road  
Windswept

## Trickster

Dissension  
Divine Disfavor  
Foolishness  
Ravel/Unravel  
Helpful/Unhelpful Hemp  
Unravel Spell  
Wisdom

## War

Bravery/Despondency  
Courage/Fear  
Detect Enemies

Divine Esteem  
Divine Favor/Disfavor  
Divine Prowess  
Energy Weapon  
Holy Shot  
Holy Weapon  
Summit

## Water

Anchor  
Buoyancy/Sink  
Breathe Easy  
Divine Courier  
Easy Catch  
Fog  
Hidden Pool  
Locate Water  
Part Ice  
Part Water  
Sea's Revenge  
Watery Rebuke  
Water Walk  
Warp

## Weather

Calm/Raging Storm  
Fair Weather Faith  
Fog  
Fresh Air  
Hidden Pool/Dry Water  
Icy Prison  
Know Weather  
Protection from Temperature  
Sheet Lightning  
Watery Rebuke  
Windswept  
Windy Rebuke

# Levels of Spirit Manifestations

## First Level

Animal Call/Bane  
Animal Companion  
Animal Tracks  
Bless/Defile  
Breathe Easy  
Courage/Fear  
Cure Nausea/Nauseate  
Darkness  
Detect Ailment  
Divine Favor/Disfavor  
Divine Guidance  
Easy Catch  
Faithful Action  
Fire Stone  
Foxfire  
Freshen/Putrefy Food  
Holy Weapon  
Invisible Passage  
Know Weather  
Locate Plant  
Locate Water  
Open Wounds  
Passage/Tangle  
Plant Growth  
Protection from Animals  
Protection from Morality  
Protection from Temperature  
Restore/Deplete Vitality  
Sunlight  
Track Animal  
Vermin Bane/Call

## Second Level

Babel Script  
Buoyancy/Sink  
Command  
Detect Life  
Divine Custody  
Divine Presence  
Divine Sanctuary  
Earth Shot  
Fresh/Foul Air  
Helpful/Unhelpful Hemp  
Hidden Pool/Dry Water

Infestation  
Know Morality  
Placement  
Pure Fire  
Rebuke Spirit  
Safe Passage  
Sheet Lightning  
Stone Hail  
Worshipful Direction

## Third Level

Animal Revelation  
Aurora  
Divine Courier  
Divine Esteem  
Divine Greatness  
Divine Nourishment  
Divine Prowess  
Druid sight  
Durability  
Fair Weather Faith  
Flower/Deflower  
Holy Shot  
Just Sleep  
Ladder of Faith  
Protection from Undead  
Ravel/Unravel  
Speak in Tongues  
Steady Will  
Tidings  
Warp  
Water of Life  
Windswept

## Fourth Level

Anchor  
Babel  
Detect Enemies  
Detect Influence  
Energy Weapon  
Enthrall  
Ethical Invisibility  
Fog  
Locate Disease

Serenity  
Spiritual Hold  
Sunder Weapons  
Understanding

## Fifth Level

Aurasight  
Bravery/Despondency  
Bridge of Faith  
Captivate  
Heal Injury/Deadly Injury  
Protection from Sorcery  
Restore Health  
Sunder Stone Structure  
Sword to Snake  
Watery Rebuke  
Water Walk

## Sixth Level

Calm/Raging Storm  
Death's Door  
Divine Contract  
Spiritual Torpor  
Summit  
Unravel Spell  
Wisdom

## Seventh Level

Icy Prison  
Spark of Life  
Windy Rebuke

## Eighth Level

Night Road  
Sea's Revenge  
Suppress Sorcery

## Ninth Level

Glory Days/Decadence  
Paths of the Dead  
Quest

## Tenth Level

Earthmeld

## Eleventh Level

Hearthmeld

## Twelfth Level

Major Contract  
Part Water

## Fourteenth Level

Part Ice

## Fifteenth Level

Part Sand

## Eighteenth Level

Grave Contract

## Twentieth Level

Part Stone

# Spirit Manifestations

## First Level

### Animal Call

<b>Range:</b>	Prophet's Location
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Food
<b>Duration:</b>	2 minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	120 yard radius, plus 20 yards per level
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Animal, Sky
<b>Reverse:</b>	Animal Bane

*Animal Call* calls forth all animals within the manifestation's area of effect. They congregate around the prophet for the duration, and will not harm the prophet or each other, but are not otherwise under control of the prophet. They will treat others in the area as they would normally do so. When the spirit's duration ends, the animals disperse. Saving rolls should only be rolled for specific individual animals. There is no need to make a saving roll for every animal in the area of effect.

Spirits of *Sky* may only affect birds or other sky-living creatures.

The reverse, *Animal Bane*, empties the area of effect of all animals. Hostile animals which wish to stay should be given a saving roll.

### Animal Companion

<b>Range:</b>	Level yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Special
<b>Duration:</b>	Twice level days
<b>Calling Time:</b>	10 minutes
<b>Area of Effect:</b>	One animal
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Animal, Sky

If the prophet wishes to befriend an animal, *Animal Friend* can help. The prophet must truly wish to be the animal's friend, without any ulterior motive. For the duration of the spirit, the animal will follow the prophet about and be trainable as a dog. When the spirit's duration ends, the animal is no longer under a compunction to remain with the prophet, but if the

prophet returns to the animal's territories, the animal will remember the prophet fondly and associate with the prophet.

Spirits of *Sky* may only affect birds or other sky-living creatures.

The manifestation's components are the prophet's holy symbol and something the animal likes, such as a food or trinket.

### Animal Tracks

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Fur or Feather
<b>Duration:</b>	30 minutes plus 20 minutes per level
<b>Calling Time:</b>	2 rounds
<b>Area of Effect:</b>	Creature
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal

*Animal Tracks* gives the recipient the tracks of a normal, natural animal. The material component is fur or a feather from the animal to be imitated. The spirit imitates both the feet and the gait of the animal.

### Bless

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	Level cubic inches
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophet
<b>Reverse:</b>	Defile

*Bless* blesses items of symbolic import to the prophet. Water may be blessed to become holy water, for example, and used against some forms of the undead.

The reverse, *Defile*, makes an item unusable in divine rite or ritual. If *Defile* is manifested on a *Blessed* item (or vice versa), the prophet must make a Willpower roll at a penalty of the level the *Bless* was manifested and a bonus of the level the *Defile* is manifested.



## Breathe Easy

<b>Range:</b>	Level yards
<b>Rite:</b>	Words, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	Level creatures
<b>Saving Roll:</b>	Health
<b>Spirits:</b>	Protection, Water

*Breathe Easy* adds 2d6 plus level minutes to the length of time the target(s) can hold their breath.

## Courage

<b>Range:</b>	Ten yards per level
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Twice level minutes
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	Half level creatures
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Charm, Hearth, Protection, War
<b>Reverse:</b>	Fear

*Courage* grants the targets an immunity to non-magical fear, and a bonus of four to saving rolls against magical fear, for the duration of the manifestation. If any target is already under the effects of fear, non-magical fear is dispelled; or a new saving roll is allowed for magical fear, with the above bonus.

The reverse, *Fear*, causes targets to flee uncontrollably, at their maximum speed, for the duration of the manifestation.

Hearth spirits may only manifest *Courage*.

## Cure Nausea

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	10 minutes
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature
<b>Saving Roll:</b>	Fortitude
<b>Spirits:</b>	Healing, Death
<b>Reverse:</b>	Nauseate

*Cure Nausea* temporarily cures the target of the nausea and stomach aches of minor ailments such as food poisoning and sickness. It also grants a bonus of 1 to saving rolls vs. the ailment during the manifestation's duration.

*Nauseate* gives the target the symptoms of nausea, aching stomach, and dizziness, resulting in a penalty of 1 to agility, attack rolls, and any saving rolls, as well as requiring a saving roll to concentrate enough

to cast spells. Death spirits may only manifest *Nauseate*.

## Detect Ailment

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	10 minutes + 2 minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature or Object touched
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy, Healing

*Detect Ailment* tells the prophet whether or not a creature has been diseased or poisoned. Spirits of Prophecy may also tell if some drink, food, or object contains poison or disease. The prophet may make a Perception roll to determine the kind of ailment. Once touched, the prophet will know if the object or creature becomes poisoned during the duration of the manifestation as long as the target remains in sight.

## Divine Favor

<b>Range:</b>	Level times 10 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Twice level+4 rounds
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Level times 20 yards
<b>Saving Roll:</b>	None
<b>Spirits:</b>	War, Protection, Trickster
<b>Reverse:</b>	Divine Disfavor

*Divine Favor* aids friendly morale and combat ability of all friendly creatures within the area of the spirit's effect at the moment the spirit is made manifest. Willpower and any morale rolls are at a bonus of 1, as are attack rolls.

*Divine Disfavor* penalizes all unfriendly creatures in the same manner. Trickster spirits may only manifest *Divine Disfavor* and may choose who is unfriendly.

## Divine Guidance

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Special
<b>Calling Time:</b>	Special
<b>Area of Effect:</b>	Special
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophet

*Divine Guidance* gives the prophet spiritual guidance. This manifestation may only occur at a shrine or other holy place. The guidance provided is of the deity's choosing, and may come in any form such as angel, omen, riddle, symbol, and/or animal. Guidance

## 8—First Level Spirit Manifestations

may speak to future actions of the prophet and/or past actions by the prophet.

### Easy Catch

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Fishhook, worm
<b>Duration:</b>	Ten minutes
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	20 yard radius per level
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Water

*Easy Catch* causes the fishhook to catch large fish approximately once every other minute. The hook will catch the best eating and largest non-fantastic fish in the area of effect, up to a size that one or two people could reel in with effort.

### Faithful Action

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	One action, up to twice level minutes
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophet

*Faithful Action* gives the faithful target an increased ability to perform a task. The recipient (which may include the prophet) must be a faithful follower of the prophet's religion and religious tenets.

The recipient gains a bonus of three to any one action within the duration of manifestation, or a bonus of fifteen to any percentage roll.

### Fire Stone

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Stone, fire, ruby or diamond
<b>Duration:</b>	1 day per level, or special
<b>Calling Time:</b>	Ten minutes
<b>Area of Effect:</b>	Stone
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Fire

*Fire Stone* involves stoking a fire around a stone or coal. The stone will maintain an inner heat for the duration of manifestation. The stone has a dull red glow, illuminating with a dim radiance for two yards and causes one survival point loss per round held if no protection is used.

At the prophet's command the *Fire Stone* can flare up to ignite any commonly burnable material in one round, provide warmth in a one yard radius (more over time if enclosed), or heat water to boiling (one gallon per round). In this state, it causes a 2d6 survival point loss per round held.

If a ruby or diamond is used in the manifestation of the spirit, the spirit's duration is increased. Instead of one day per level, it is one day per standard monetary value of the gem, with a maximum of one year per spirit level.

### Foxfire

<b>Range:</b>	level times 20 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	dead leaf or twig
<b>Duration:</b>	2 minutes per level
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	level targets in level yard radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Death, Plant

*Foxfire* outlines the target(s) in a pale, wispy violet or green luminescence. The glow causes the target (creature or object) to remain visible in the dark even at a distance of up to a hundred yards (fifty yards during daylight or near a bright light). The glow is only enough to outline the target, not enough to illuminate beyond a few feet.

*Foxfire* can make otherwise invisible or hard to see targets visible, but it cannot affect insubstantial targets such as mists, gasses, or any target that does not have a reasonably solid substance of some kind.

The outline makes the target easier to attack. At night or in darkness, opponents of a *foxfired* target are at +2 to attack rolls; or +1 to attack rolls at twilight or daylight, or in brightly lit areas.

### Freshen Food

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	level feet diameter
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Hearth, Protection, Death
<b>Reverse:</b>	Putrefy Food

*Freshen Food* makes rotten, poisonous, or contaminated food (including beverages) edible and as nutritious as when it was fresh.

The reverse, *Putrefy Food*, makes food inedible and undrinkable.

## Holy Weapon

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	3 plus twice level rounds
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	one weapon
<b>Saving Roll:</b>	None
<b>Spirits:</b>	War

*Holy Weapon* makes the prophet's personal hand-to-hand weapon act as a magical weapon, with a bonus of one to attack and two to damage. Only the prophet may use the weapon.

## Invisible Passage

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Long feather
<b>Duration:</b>	30 minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Plants, Protection

*Invisible Passage* hides all traces of the target's movement through sand, snow, forest, or any other terrain. Within one round of the target's passing, tracking is impossible through normal means. Footprints are erased, broken twigs mended, fallen leaves re-arranged.

The target must carry the feather for the duration of the spirit's power.

## Know Weather

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	level times five mile radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Sky, Weather

*Know Weather* gives the prophet knowledge of the weather throughout the radius at the present time and for up to three hours away per level, past and present.

## Locate Plant

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level minutes
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	Level times 100 yard radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Plant, Prophecy

*Locate Plant* tells the prophet the direction and approximate number of the desired kind of plant, if any such plants are within the area of effect.

## Locate Water

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level minutes
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	Level times 1000 yard radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Water, Prophecy

*Locate Water* tells the prophet the direction and approximate size of all bodies of water within range.

## Passage

<b>Range:</b>	10 yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	1 minute per level
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	1 yard radius per level
<b>Saving Roll:</b>	Evasion/Fortitude
<b>Spirits:</b>	Plant
<b>Reverse:</b>	Tangle

*Passage* allows the target and companions easy passage through thick foliage. Tree branches move out of the way, as do hedges, thick weeds, bushes, and any other plant life. The target and anyone in radius may move at normal speed.

*Tangle* creates an impassable tangle of thicket and plants. Trees, weeds, bushes, even grass will bar passage, twist around legs and arms, and hold the target and any creature in radius nearly immobile. Tangled creatures may not move. Those within the area of effect are allowed a Fortitude roll to partially avoid the effects of the spirit. Creatures that make their save may move at one yard per round. Depending on the plants doing the holding, exceptionally large or strong creatures may be less effected by this spirit manifestation than normal creatures.

## 10—First Level Spirit Manifestations

*Passage* and *Tangle* may be manifest on a location or on a target creature or object. Creatures are allowed an Evasion roll. If the passage or tangle is attached to something that moves, the manifestation moves also. If the prophet attempts to attach this spirit to a creature and that creature makes its saving roll, the spirit takes effect just beyond the target creature.

### Plant Growth

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Fertilizer, water
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	One plant
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Plant

*Plant Growth* causes a plant to grow faster over a period of a day. The plant will grow level times three days worth of growth in a single day.

### Protection from Animals

<b>Range:</b>	Touch
<b>Rite:</b>	Gestures, Focus
<b>Focus:</b>	Mint
<b>Duration:</b>	ten plus twice level minutes
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	Level creatures
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Protection

*Protection from Animals* allows all recipients safe passage without detection by animals, by any means. *Animals* means basically any natural creatures of animal intelligence. Magical creatures or intelligent animals are unaffected, though natural animals under magical influence are. The spirit's protection is such that animals pay no notice of any creature under the spirit's effect.

Any creature under the spirit's protection may end their protection by attempting to attack or otherwise contact any animal.

### Protection from Morality

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Holy water sprinkled on target
<b>Duration:</b>	2 minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Protection, Order, Chaos

*Protection from Morality* may be *Protection from Evil* or *Protection from Good*. It blocks contact by enchanted, conjured, or summoned creatures, whether part of the opposing moral code or unaligned with respect to good and evil. This will include such creatures as demons and elementals. This protection extends about a foot beyond the target's body. Other creatures, even if evil, may attack the character, but evil (or good, in the second form) opponents attack at a penalty of 2, and saves against such attacks are at a bonus of 2.

Moving against barred creatures allows them a Willpower roll to break through the barrier. The moral code protected against depends on the prophet's religion.

Spirits of Order and Chaos (and only those spirits) may use this manifestation only as *Protection from Chaos* or *Protection from Order*, respectively.

### Protection from Temperature

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	2 hours per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Health
<b>Spirits:</b>	Protection, Weather

*Protection from Temperature* allows the target to endure extremes of heat and cold. Cold temperatures are as if they were sixty degrees warmer. Hot temperatures are as if they were thirty degrees cooler.

## Restore Vitality

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Healing, Death
<b>Reverse:</b>	Deplete Vitality

*Restore Vitality* heals d8 lost survival points or injury points on any living creature. *Restore Vitality* can heal the effects of disease or sickness if the ailment causes damage, however, it cannot heal the disease or sickness itself. Prophets heal a minimum lost points equal to the spirit's level (but still no greater than 8). Thus, if the player of a fifth-level prophet calls a fourth-level spirit to heal, and rolls 3 on the die to heal, four points are actually healed. With spirits of eighth level or higher, the player need not roll: the number of points restored is eight.

If the target is dying even after being restored they can make a Willpower roll to throw off death. This roll will be at a bonus of the prophet's Wisdom as a major contributor.

*Deplete Vitality* causes the loss of the same number of survival points, although this is not permanent: such lost survival or injury points return as normal. In combat, a successful attack roll is required. Armor does not affect the target's defense, although magical bonuses do.

## Sunlight

<b>Range:</b>	100 yards plus 2 yards per level
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	1 hour + 20 minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	15 yard radius plus 1 yard per level
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Plant, Sky, Fire, Death
<b>Reverse:</b>	Darkness

*Sunlight* and *Darkness* may be manifest on a location or on a target creature or object. Creatures are allowed an Evasion roll. If the sunlight or darkness is attached to something that moves, the manifestation moves also. If the prophet attempts to attach this spirit to a creature and that creature makes its saving roll, the spirit takes effect just beyond the target creature.

Light is reasonably bright within the area of effect, and falls off completely outside of the area. Darkness is near pitch black in the area of effect. Creatures

within the darkness cannot see out of the darkness. The darkness affects normal sight only.

The prophet may also command the sunlight or darkness to end at any time.

## Track Animal

<b>Range:</b>	Self
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level minutes
<b>Calling Time:</b>	2
<b>Area of Effect:</b>	Level times 200 yard radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Prophecy

*Track Animal* tells the prophet the direction and approximate number of the desired kind of animal, if any such animals are within the area of effect.

## Vermin Bane

<b>Range:</b>	5 yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	1 hour per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	10 yard radius per level
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Protection, Death
<b>Reverse:</b>	Vermin Call

*Vermin Bane* repels all insects, rodents, snakes, spiders, worms, and similar tiny creatures of non-fantastic origin with less than one level. While the spirit will not affect creatures of innately magical origin, it will affect summoned creatures of otherwise non-magical origin.

The reverse, *Vermin Call*, will cause vermin to slowly congregate in the spirit's area of effect. The spirit will not cause a massive blanketing of the area but will act more as if food were left out or there were otherwise something attractive to vermin. By the end of the spirit's duration, there will be ants all over everything (if ants exist in the area), rats and snakes crawling over everything, and spiders building their webs in any nook and cranny.

Spirits of Protection may only manifest *Vermin Bane*. Spirits of Death may only manifest *Vermin Call*.

## Second Level

### Babel Script

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Feather Pen
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	Level pages
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Chaos

*Babel Script* causes the target pages to slowly change meaning. The manifestation occurs slowly, over a period of one week. By the end of the week, the affected pages, while looking as authentic as they ever did, will have changed to mean something other than what was originally written. The new meaning will be contrary, although not necessarily opposite.

As the first and second days progress, the writing seems to dance, as if the author had been shaking while writing. On the third and fourth days, the writing has re-arranged itself to random letters; the letters will be arranged in a manner that makes it look like it ought to mean something, but the words will be nonsense words. On the fifth and sixth days, the writing will have formed into recognizable words, but will be formed into nonsense sentences. On the seventh day, the pages will have their new meanings.

### Buoyancy

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	30 minutes per level
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Protection, Water
<b>Reverse:</b>	Sink

*Buoyancy* causes the target to float upon water. The target must weigh less than 100 pounds plus 50 pounds per level.

The reverse, *Sink*, causes the target to sink to a depth of ten feet per level. The target may make a strength roll each minute, at a penalty of the spirit's level, to stay atop the surface, but no action other than frantic swimming is then possible.

### Command

<b>Range:</b>	Level times 10 yards
<b>Rite:</b>	Words
<b>Duration:</b>	1 round
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	1 creature
<b>Saving Roll:</b>	Special
<b>Spirits:</b>	Charm

*Command* forces the target to obey a single-word command to the best of the target's ability. The command must be easily understood by the target and unequivocal. Commands might include "flee", "jump", "dance", and "sleep". Commands which cannot be fulfilled, such as "die", or commands which cannot be understood will be ignored.

A target with a wisdom or charisma of 13 or more, or at a level of six or more, is allowed a Willpower roll.

### Detect Life

<b>Range:</b>	Touch
<b>Rite:</b>	Gestures, Focus
<b>Duration:</b>	10 minutes
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	40 yard radius per level
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy

*Detect Life* allows the recipient to feel the presence of living things in the area. This will include the presence of animals, humans, humanoids, and other creatures normal and fantastic. If the prophet has detected such creatures before and knew what they were, the prophet can make a Learning roll to recognize the life form. Otherwise, only the relative size of the life form is detected. The prophet does not gain information about direction, but does gain information about distance and number.

### Divine Custody

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level days
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	1 creature
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Protection
<b>Reverse:</b>	Divine Custody

While a prophet has another creature under *Divine Custody*, the prophet will know when the target is in danger. If the prophet makes a Perception roll at the moment of danger, the prophet will momentarily see an image of the target's location and danger as well

as a continual directional ‘pull’ towards the endangered target. Distance is not a factor, nor is it in any way conveyed by the image or ‘pull’.

The reverse is the same, except that it warns the prophet whenever the target receives great joy, happiness, or relief. It may generally only be used by evil prophets.

## Divine Presence

<b>Range:</b>	Self
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	1 minute per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Level times ten yards radius
<b>Saving Roll:</b>	Perception
<b>Spirits:</b>	Prophecy, Prophet

*Divine Presence* allows the prophet to discern the presence of the divine. The prophet may concentrate for one minute on any specific item to learn part of the nature of the divine presence: the most important aspect of its moral code, the lesser aspect of its moral code (if it has one), the type of the spirit (for example, farming, sailing, childbirth) of the deity whose divine presence has been discerned, or the geographical home of the worshippers of the deity whose nature has been discerned (desert, mountain, forest, etc).

Creatures unwilling to have the divine presence within them detected are allowed a Perception roll to remain undetected.

## Divine Sanctuary

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	One minute per level
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Protection, Charm
<b>Reverse:</b>	Divine Peril

*Divine Sanctuary* places the target under the divine protection such that attackers will not attack. The target may safely move through hostile or combative territory and, as long as they do nothing hostile or combative, they will not be targeted for an attack.

Any creature that wishes to target or request action against a creature protected by *Divine Sanctuary* must make a Willpower roll, at a penalty of the spirit level. If this roll fails, that creature will completely ignore the target for the duration of the manifestation.

If the protected creature makes a hostile or combative action, the protection ends. *Divine Sanctuary* does

not protect against incidental area damage, though it does protect against being targeted for such damage.

*Divine Peril* (a Charm spirit only) causes the target to be chosen first for any attack made upon a group that could include them. Any time an attacker *might* choose the victim as the target for their attack, the attacker must make a Willpower roll or do so.

## Earth Shot

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Three pebbles
<b>Duration:</b>	Five minutes per level
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	Three pebbles
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Earth

*Earth Shot* infuses divine power into pebbles suitable for use in a sling. The pebbles are at +1 to attack, and may strike even targets that require +1 or more to attack. The pebbles cause 1d4+1 points damage. They cause 2d4+2 points damage against any target with at least one moral code opposed to the prophet’s moral code, or that is summoned or created by such a creature or force.

## Fresh Air

<b>Range:</b>	Level times 10 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	30 minutes (or 4 rounds) per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	1 creature per level
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Death, Healing, Hearth, Plant, Protection, Water, Weather
<b>Reverse:</b>	Foul Air

*Fresh Air* completely refreshes the air around the target for the duration of the spirit’s effect. If there is no air around the target, it brings fresh air into existence, but the duration is halved to fifteen minutes per level. It creates or freshens enough air for one creature (per level). Creatures affected may share their air with other creatures. The radius of effect is one foot per spirit level.

*Foul Air* completely fouls the air around one person. Unless the target knows that they will need to hold their breath, they will be at the minimum time period for suffocation. The duration of *Foul Air* is four rounds per level. Spirits of Death may only manifest *Foul Air*.

## Helpful Hemp

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Hemp rope
<b>Duration:</b>	ten minutes per level
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	Hemp rope up to level times 4 yards long
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Plant, Trickster
<b>Reverse:</b>	Unhelpful Hemp

*Helpful Hemp* makes a length of normal hemp rope into a helpful rope that pretty much knows where it needs to go and will do so on command. Attempts to loop the rope over a stationary object are at a bonus of twice level. Attempts to use the rope as a lasso are at a bonus of half level, and attempts to evade the lasso are at a penalty of half level.

*Helpful Hemp*, once knotted, can untie itself on command. While it cannot tie itself on command, knots tied into the rope will not unravel unless commanded to do so.

*Helpful Hemp* can increase in size by up to level times ten percent as needed. It also does not encumber as much as normal rope: divide its bulk by the level of the spirit manifestation for the rope's bulk while under the influence.

*Helpful Hemp* has increased strength. It can hold up to level times twenty percent more than it normally could.

*Unhelpful Hemp* has nearly the opposite effects: it is more bulky by level times ten percent, it tends to be too short (by up to 25%) just when its length is important, its knots are difficult and time-consuming to unravel, and it breaks at unexpected and dangerous times. Each of the bonuses is turned into a penalty, whereas the Evasion penalty turns into a bonus.

## Hidden Pool

<b>Range:</b>	Level times 10 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Rock, indentation, or water drop
<b>Duration:</b>	1 round
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Up to 5 times level yard radius source
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Fire, Water, Weather
<b>Reverse:</b>	Dry Water

*Hidden Pool* calls forth a small pool, spring, or burst of rain which creates up to level times four gallons of water. The water may be called forth into an indentation in the ground; or a spring from a rock. If water is to be called without those, a drop of water is required. The water is clean and pure, as rain water.

*Dry Water* destroys up to four gallons of water per level within a volume of one cubic yard per level. The material component of *Dry Water* is a pinch of desert sand.

## Infestation

<b>Range:</b>	3 yards per level
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Concentration
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Half level medium targets
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Animal, Death

*Infestation* calls forth a swarm of tiny crawling, biting insects. It will call forth beetles, ants, spiders, and whatever other tiny crawling insects are natural in the area.

There must be access to ground or plants near the targets: there must be somewhere for the insects to come from.

Any concentration or action by an affected target is at a penalty of two while covered by an infestation. The infestation will cause d4-1 points of damage per round. A successful Evasion roll, which must be remade each round and which precludes any other actions that round, will result in a maximum of one point damage.

Once the prophet drops concentration, the infestation will fade in two rounds. During the first round after concentration, the effects are halved.

If the target makes their Evasion roll for the first round, the prophet may send the infestation to the



same or different targets in subsequent rounds, however, any Evasion rolls will be at a bonus of four.

The prophet may reduce a target's saving roll by two for every extra potential medium target they allocate. For example, a prophet causes a fourth level spirit of death to manifest *Infestation*. Normally the infestation could affect two medium targets. If the prophet focuses that onto a single medium target, the target will be at a penalty of two to their Evasion roll. The other penalties due to being covered by an infestation are also proportionally increased: any rolls by the target to perform an action or to concentrate will be at a penalty of four, and the target will lose 2d4-2 points per round.

## Know Morality

<b>Range:</b>	Level times 20 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	10 minutes plus 10 minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Sight
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy

*Know Morality* allows the prophet to know if a character or thing is bound to the moral codes of either Good or Evil. It takes one round of concentration to determine if a character or object is Evil, another round to determine if the character or object is Good.

Many magical, fantastic, and undead creatures are inherently Good or Evil. Characters will not be unless they have chosen a moral code and are currently acting upon that moral code. Cursed or blessed objects may also be knowable as Good or Evil.

The prophet will know the general strength of the moral code, and, if Good or Evil is exceptionally strong, the prophet may make a Perception roll to know the moral code of Chaos or Order held by the target.

## Placement

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Focus
<b>Focus:</b>	cards, dice, or other divining tools
<b>Duration:</b>	Instant
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	1 creature
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Prophecy

*Placement* allows the prophet to determine the subject's placement in the world. The prophet must know the target's real (given) name, or the target's time and date of birth. With this information, the spirit can relate to the prophet information about the target's personality, personal life, and personal history. The information will be generally vague, but specific enough: that the target was born in another country, that they recently lost a child, that they've become engaged to be married, that they don't get along well with others, what their profession is and how good they are at it, and how those close to the target view the target. *Placement* shows the target's current place in the world, but not the future.

If the prophet does not have the correct name or identifying information, the information gained will be as generally specific, but will be incorrect.

## Pure Fire

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Fire
<b>Duration:</b>	1 hour per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	up to level feet diameter fire
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Fire, Hearth

*Pure Fire* causes the target fire to burn at twice the normal heat, and to give off twice the normal light, allowing a single log to provide as if it were a full fire. While under the effects of the *Pure Fire* manifestation, the fire does not consume its fuel. Before and after the manifestation, the fuel is consumed as normal.

## Rebuke Spirit

<b>Range:</b>	Level yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	2 rounds
<b>Area of Effect:</b>	One Spirit Manifestation
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy

*Rebuke Spirit* ends a spirit manifestation. A prophet may *not* rebuke a spirit called forth by another prophet of the same deity or pantheon. Other deities *within* the same pantheon are fair game. A prophet of Thor could not rebuke a spirit called forth by another prophet of Thor; nor could a prophet call on the Norse Gods to rebuke a spirit called forth on behalf of the Norse Gods. But a prophet could call on the power of Thor to rebuke a spirit called forth on behalf of Loki, for example. There may well be other limitations on *Rebuke Spirit* within a pantheon or within a campaign world.

Successfully rebuking a spirit manifestation requires a Willpower roll with a penalty of the rebuked spirit's level and a bonus of the rebuking spirit's level. There is a *penalty* of one to this roll if the original prophet shares one moral code with the prophet *rebuking* the manifestation, or a penalty of three to the roll if the original prophet and this prophet share two moral codes.

## Safe Passage

<b>Range:</b>	Self
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	five minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	level additional creatures
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy, Protection

*Safe Passage* guides the prophet safely around or over traps, both man-made and natural. Knowledge of the kind of trap or where the trap is located is not provided by the spirit, only that the prophet (and anyone following the prophet) must step left, for example, to avoid the trap. If it is not possible to walk around or step over the trap, the spirit will guide the prophet to stop.

While the spirit's knowledge of what is and isn't safe passage includes up to level additional followers, those followers are not under the spirit's power and must follow the prophet's movements to avoid any ill effects.

## Sheet Lightning

<b>Range:</b>	Level times 3 yards
<b>Rite:</b>	Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	Special
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Weather

*Sheet Lightning* calls forth a vertical sheet of lightning between any two objects or creatures. Both targets must be within range. The sheet lightning may be up to level yards tall, but will be no taller than the targets. Unwilling targets that actively choose not to be a target are allowed an Evasion roll to avoid being an "endpoint".

Any object or creature between the two targets will suffer 1d4 points of damage, plus one for every level of the spirit greater than two. An Evasion roll is allowed for half damage.

## Stone Hail

<b>Range:</b>	ten yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Level monetary units of obsidian or meteor rock
<b>Duration:</b>	A few seconds
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	level yard radius
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Earth, Sky

*Stone Hail* calls forth a hail of small stones in the area of effect. Anyone in the area of effect that fail their saving rolls take d6 points damage for every two levels of the spirit.

The prophet may "tighten" the area of effect for a penalty to saving rolls against the hail. For every level removed from the radius yards, there is a penalty of one to the Evasion roll to avoid damage.

## Worshipful Direction

<b>Range:</b>	Self
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Instant
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Prophet
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy

*Worshipful Direction* lets the prophet know the direction to the major site of worship for their

religion. For Catholics, it might be the Vatican or Jerusalem. For Muslims, Mecca.

There is only ever one major site for any religion.

## Third Level

### Animal Revelation

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Two minutes per level
<b>Calling Time:</b>	4
<b>Area of Effect:</b>	One natural animal
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Prophecy, Sky

*Animal Revelation* allows the prophet to gain knowledge from any natural animal within hearing range. The animal must be able to hear the prophet, and the prophet must be able to hear the animal.

The conversation is of the most basic kind, and allows the prophet to learn of things that the animal has seen or experienced within the animal's recent memory. The personality of the animal will also affect the information gained.

### Aurora

<b>Range:</b>	Level times ten yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	One minute per level
<b>Calling Time:</b>	4
<b>Area of Effect:</b>	Twice level yard radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Fire, Sky

*Aurora* causes all living things within the area of effect to glow a very light, pale hair-like outline, as of the aurora borealis.

At night or in low-light conditions, this glow will be enough to offset up to two attack penalties due to darkness.

The glow will affect all living creatures within range if they have a physical form. This will include invisible creatures but not insubstantial creatures.

### Divine Courier

<b>Range:</b>	Twenty yards per level
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Level days
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	One tiny creature
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Sky, Water

*Divine Courier* calls a normal animal of animal intelligence to act as the prophet's courier. The prophet can give the *Courier* simple directions which the creature will follow to the best of its ability. At the end of the directions, the creature will, unless instructed otherwise, wait in that area until the spirit manifestation's duration ends.

The prophet may attach a small note or light, reasonably safe item to the creature, which it will accept and carry to its destination to the best of its ability.

Spirits of *Sky* may only affect birds or other sky-living creatures, while those of *Water* may only affect creatures which live in seas, lakes, or rivers.

The spirit grants moderate direction-following intelligence to the creature, but no extra knowledge.

### Divine Esteem

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Concentration
<b>Calling Time:</b>	2 rounds
<b>Area of Effect:</b>	Level times 10 yards
<b>Saving Roll:</b>	None
<b>Spirits:</b>	War, Protection

*Divine Esteem* affects the rolls of all friendly and unfriendly creatures in the area of effect. For as long as the prophet continues chanting, friendly creatures in the area gain a bonus of one to all rolls, and unfriendly creatures have a penalty of one to all rolls. This includes attack rolls, saving rolls, and even damage rolls.

*Divine Esteem* is not cumulative with itself or with other forms of divine favor.

## Divine Prowess

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Two rounds per level
<b>Calling Time:</b>	4
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Protection, War

*Divine Prowess* enhances the target's combat ability for the duration of manifestation. The target gains a bonus of one to attack and to defense, and to any saving rolls. The target also gains a bonus of 1d6 plus level temporary survival points. Any damage the target takes will first reduce the target's temporary points. Only when no temporary points remain will the target lose their real survival points.

Any remaining temporary survival points disappear at the end of manifestation.

## Divine Greatness

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level rounds
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Prophet
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophet

For the duration of manifestation, *Divine Greatness* increases any one ability score except Wisdom by one point for every two spirit levels. A barely perceptible aura surrounds the prophet while the spirit manifests.

When the manifestation ends, the prophet must rest for 2d6+level minutes. A successful Health roll will reduce this requirement to rounds. Until the prophet has rested, the prophet cannot call on any spirits, cannot attack, has a penalty of six to defense and any other rolls, and moves at half speed.

## Divine Nourishment

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Nut or Berry
<b>Duration:</b>	Level days
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	level+d4 nuts or berries
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Healing, Hearth, Plant

*Divine Nourishment* transforms a handful of nuts, berries, or other small natural plant foods into holy

foods each of which can nourish as a full normal meal. One such nut or berry is as a full meal for a medium-sized creature, two meals for a small-sized creature, or half of a meal for a large-sized creature, etc. Each berry will also heal one lost survival point.

Overindulging in *Divine Nourishment* will result in a lethargic reaction: those who overindulge must make a Willpower roll or fall asleep, and will be at a penalty of one on all rolls for each extra nut or berry eaten.

## Druid sight

<b>Range:</b>	5 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Food
<b>Duration:</b>	2 hours + 20 minutes per level
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	One animal
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Animal

*Druid sight* grants the prophet the ability to see what the target animal is seeing. If the animal is friendly to the prophet (such as an "animal companion"), the animal will forego the saving roll. Only normal animals can be affected by this spirit. The target animal can be nudged in certain directions, and may range as far as 100 yards away from the prophet, plus one hundred yards per spirit level.

## Durability

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	water or incense
<b>Duration:</b>	five minutes per level
<b>Calling Time:</b>	3
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Protection

*Durability* toughens the target's skin, making them more difficult to damage. The target gains a bonus of 4 to defense, plus one for every four levels of the manifestation. *Durability* is not cumulative with normal or magical armor. It grants the full bonus to Fortitude rolls, and half that to Evasion rolls.

## Fair Weather Faith

<b>Range:</b>	touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level hours
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Weather, Protection

*Fair Weather Faith* protects the recipient from extreme weather conditions. Extremes of temperature (ten plus level degrees Fahrenheit below zero up to 120 plus twice level degrees Fahrenheit above zero) will remain comfortable for the target. Beyond those extremes, temperature will be altered downwards by forty plus twice level degrees, or upwards by eighty plus level degrees. Rain, snow, sleet, and hail will not touch the target, and high winds will not buffet them. The target must make a Wisdom roll to successfully accept the *Fair Weather Faith*.

## Flower

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	2 yard radius per level
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Plant (Death)
<b>Reverse:</b>	Deflower

*Flower* causes a patch of land to bloom in flowers appropriate for the area. *Deflower* causes all flowers in the area of effect to wither and die. *Flower* may not be used by spirits of Death except upon places of burial or death.

## Holy Shot

<b>Range:</b>	Half level yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Special
<b>Calling Time:</b>	4
<b>Area of Effect:</b>	One missile
<b>Saving Roll:</b>	None
<b>Spirits:</b>	War

*Holy Shot* blesses a missile, such as a sling shot, an arrow, or a thrown dagger. The missile gains a bonus of twice level to attack and level to damage the next time it is fired. It must be fired within level rounds, and the damage bonus cannot exceed twice the maximum damage of the missile.

## Just Sleep

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	fine sand from a silken bag
<b>Duration:</b>	1 hour
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	level creatures
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Healing, Hearth

A *Just Sleep* allows the recipients a full night's sleep in just an hour. The recipients gain all the benefits of a full night's sleep, including survival points and the capacity to impress spells and call spirits. *Just Sleep* may only be used once on the same target in any 24-hour period.

## Ladder of Faith

<b>Range:</b>	Level times three yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level minutes
<b>Calling Time:</b>	4
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Protection

*Ladder of Faith* creates a vertical ladder, up to twice level yards tall, which the faithful can climb. Those who wish to use the *Ladder* must make a Wisdom roll to successfully have faith in the power of the prophet's god(s).

If the climber has faith, the ladder may hold any weight.

## Protection from Undead

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Yew bark
<b>Duration:</b>	30 minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	10 yards
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Death, Protection

*Protection from Undead* is made manifest on a piece of yew bark. This bark may then be given to other characters. No undead may enter the area of effect surrounding the bark. Undead pushed against may save vs. Fortitude to break through the protection.

## Ravel

<b>Range:</b>	Level yards
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	One or two rope/string ends
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Animal, Hearth, Plant, Trickster
<b>Reverse:</b>	Unravel

*Ravel* causes rope or string to tie itself into a knot. For Plant Spirits, the rope or string must be made from plant material. For Animal Spirits, the rope or string must be made from animal material.

The rope or string must be no more than a quarter level inches in diameter.

*Unravel* causes a knot in rope or string to untie itself. Trickster spirits may only manifest *Unravel*.

## Tidings

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	Special
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy

*Tidings* grants cryptic tidings of the results of some action the prophet is considering. No specific information is gained, only some indication of the likelihood success or failure and possibly the results thereof. It is up to the Guide how the tidings will be worded. It can be as simple as “dangers await, success likely”, or as cryptic as “Take heart, and face your foes with pride,” or “Even great courage may not surpass all obstacles.”

The action must be one for which the results will be known within half an hour per level.

## Speak in Tongues

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Focus
<b>Duration:</b>	ten minutes per level
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	Level times three yards radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Peace

*Speak in Tongues* ensures that what the prophet says will be understood by everyone in the area of effect.

The prophet’s words will be understood as the prophet intends them.

## Steady Will

<b>Range:</b>	three yards per level
<b>Rite:</b>	Words, Focus
<b>Duration:</b>	level minutes
<b>Calling Time:</b>	4
<b>Area of Effect:</b>	level yards radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Charm, Protection

*Steady Will* protects friendly creatures within the area of effect from mental domination and influence. For the duration of the manifestation, friendly creatures in the area of effect will have a bonus of three plus spirit level to saving rolls against any mental effects that seek to affect behavior, such as phantasms, charms, and sleep. It works against magic, divine power, and psychic power.

## Warp

<b>Range:</b>	Twice level yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	water
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Twice level yards radius
<b>Saving Roll:</b>	Special
<b>Spirits:</b>	Water

The *Warp* spirit flashes moisture in the area that warps any wooden objects in the area of effect. If objects carried by a creature, that creature is allowed an Evasion roll to avoid carried objects warping.

## Water of Life

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	level minus 2 half gallons
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Healing, Death

*Water of Life* transforms water or any fluid organic liquid into water or a fluid organic liquid. It can, for example, affect or transform into water, oil, fruit juice, alcohol, wine, milk, or blood. The liquid must not currently be alive or part of a living creature, and must be transformed whole: the manifestation may not transform only part of a liquid.

## Windswept

<b>Range:</b>	Level feet
<b>Rite:</b>	Gestures, Focus
<b>Duration:</b>	Level times five minutes
<b>Calling Time:</b>	4
<b>Area of Effect:</b>	half level creatures
<b>Saving Roll:</b>	Automatic
<b>Spirits:</b>	Sky, Weather

*Windswept* allows the target to grab onto an already-existing wind or breeze and be swept away by it. *Windswept* creatures will move at the same speed as the breeze or wind, and in the same direction.

Targets may move up or down under their own control, as long as at least a breeze is present, at a movement of six. If the air becomes still while a *windswept* creature is in the air, they will descend at a movement of eight; the fall will not generally be dangerous.

*Windswept* generally works only on medium-sized creatures. Larger creatures will count for twice as many medium-sized creatures for every increase in size. Large creatures count as two medium creatures, Huge creatures as four, etc.

## Fourth Level

### Anchor

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level times three minutes
<b>Calling Time:</b>	5
<b>Area of Effect:</b>	Creature or object touched
<b>Saving Roll:</b>	Automatic
<b>Spirits:</b>	Earth, Protection, Water

*Anchor* stabilizes the target's movement and keeps it safe from heavy winds and heavy seas or from buckling ground. Only willing creatures (or objects carried by willing creatures, if carried) may be *anchored*. The object or creature may still move while anchored, but only at half movement.

Objects or creatures must be smaller than a sphere level yards in radius or they may not be anchored.

## Babel

<b>Range:</b>	Five yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level minutes
<b>Calling Time:</b>	5
<b>Area of Effect:</b>	Level creatures in level times two yards radius
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Chaos

*Babel* causes those targets who fail their Willpower roll to hear things contrary to what was intended. The mistaken meaning applies only to spoken words: signs, writings, or other non-spoken means of communication may work as normal. The meanings heard will not necessarily be opposite of what was intended, but they will be contrary, something distinctly unintended.

## Detect Enemies

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Level times 20 yard radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy, War

*Detect Enemies* tells the recipient the general direction of any creatures of hostile intent within the manifestation's area. Only the presence of hostility is detected, not the reason for it.

## Detect Influence

<b>Range:</b>	Touch
<b>Rite:</b>	Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Chaos, Healing, Prophecy

*Detect Influence* tells the prophet whether or not the target is under any unnatural mental influence. This includes divine control, magical control, or psychic control. It will not normally detect influence from threats or other natural duress, unless those threats are enhanced by unnatural means on the target.

The prophet may make a Perception roll to receive some clue as to the source of the influence.

## Energy Weapon

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	level rounds
<b>Calling Time:</b>	5
<b>Area of Effect:</b>	one plus half level feet
<b>Saving Roll:</b>	None
<b>Spirits:</b>	War

*Energy Weapon* calls forth a hand weapon in the shape of a sword or hammer, made of some relevant energy. Worshippers of Yahweh might call forth a flaming sword. Worshippers of Thor might call forth a crackling hammer of lightning. Prophets may not use this manifestation unless some relevant elemental weapon exists. Other elemental forms include cold and light.

The *energy weapon* is about one yard long, but its crackling energy can target opponents anywhere in the area of effect. It does level+d4 points damage on a successful attack. The prophet gains a bonus of half level to attack when using the energy weapon. If the opponent is especially susceptible to the energy, damage is increased by half level. If the opponent has some protection from the energy, damage is halved. If the opponent is immune to the energy, there is no damage from the energy weapon.

## Enthrall

<b>Range:</b>	ten yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Special
<b>Calling Time:</b>	5
<b>Area of Effect:</b>	One intelligent creature
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Charm
<b>Reverse:</b>	Aversion

*Enthrall* causes the target to view everything the prophet says as trustworthy. The victim will tend to agree with anything the prophet says, will be friendly to the prophet, and will reasonably protect the prophet from danger. The victim will not take unreasonably deadly risks, nor will the victim otherwise change their personality, outlook, or morality. Unreasonable requests from the prophet to the victim will allow an additional Willpower roll to throw off the *Enthrall*. If the victim does not understand the prophet's language, *Enthrall* does not grant such understanding.

*Enthrall* lasts a number of days equal to twenty minus the victim's Charisma. Creatures with twenty or greater Charisma cannot be *enthralled*.

If the prophet directly attempts to cause harm to the victim, the victim is allowed a Perception roll to throw off the *Enthrall*, with bonuses or penalties depending on how obvious the attempt was.

*Enthrall* only affects intelligent, living, non-magical, non-divine creatures. It will not affect demons, undead, or creatures of animal intelligence or less.

*Aversion* causes the victim to view everything the prophet says as untrustworthy, to consider the prophet an enemy who needs to be opposed, and to disagree with everything the prophet says.

## Ethical Invisibility

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level hours
<b>Calling Time:</b>	5
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Protection, Chaos, Order

*Ethical Invisibility* makes the target invisible to any creatures of an opposing moral code. The prophet chooses whether the *Ethical Invisibility* applies to Order and Chaos or whether it applies to Good and Evil if the target has chosen a moral code that includes both parts. Thus, a Chaotic Good target could be made invisible to Ordered creatures, or invisible to Evil creatures.

The target must have chosen and be living by a moral code. For viewers to be affected, they must have chosen or be living by a moral code. The invisibility affects all senses, and will be broken by any attack of the target creature on an affected viewer.

## Fog

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	level hours
<b>Calling Time:</b>	level minutes
<b>Area of Effect:</b>	level minus 3 mile radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Water, Weather

*Fog* calls in a thick, rolling fog to blanket the area around the prophet. The fog covers the ground and twice level yards above the ground.

The fog affects vision and, to a lesser extent, hearing. Sounds are strangely carried on the fog.

Perception rolls within the fog are at a penalty of four.



## Locate Disease

<b>Range:</b>	Ten yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	1 yard radius per level
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Prophecy, Healing, Death

*Locate Disease* tells the prophet whether or not there is disease within the area of effect. The prophet will know the direction of the disease. On a Perception roll, the prophet will know within a medium-sized target the location of the disease(s). The prophet may also make a Perception roll to determine the kind of disease.

## Serenity

<b>Range:</b>	Two yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level rounds+
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Level creatures
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Peace, Charm

*Serenity* temporarily ends hostilities among the creatures affected. The manifestation does not affect hostilities between affected and unaffected targets. It also does not affect the affected creatures' reactions to other external events.

The targets must all be within twice level yards of the prophet when the manifestation first occurs. Once the manifestation takes effect, moving out of range will not end the manifestation.

The serenity lasts for at least level rounds but can last for as long as the prophet maintains their attention, usually through an oration aimed at ending hostilities permanently.

There is a penalty of *level* to the Willpower roll to avoid serenity.

## Spiritual Hold

<b>Range:</b>	fifteen yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	level minutes
<b>Calling Time:</b>	5
<b>Area of Effect:</b>	Level yard diameter
<b>Saving Roll:</b>	Willpower or Fortitude
<b>Spirits:</b>	Charm, Death

*Spiritual Hold* binds the targeted creatures motionless. They may not move or speak, but are aware of what is happening around them as they

normally would be. They can use any abilities that do not require moving or speaking. The spirit manifests itself as a barely visible mist in some form appropriate to the deity or pantheon the prophet called upon to gain the spirit.

Up to two plus half level intelligent, living, flesh-and-blood creatures may be targeted. Larger creatures count as more: large creatures count as two creatures, huge creatures as four, gigantic as eight, and titanic as sixteen.

If the prophet focuses twice as many “points” on a target as is necessary, the target has a penalty of one to their saving roll. Four times as many “points” gives the target a penalty of two, six times a penalty of three, etc. For example, a prophet manifesting *Spiritual Hold* with a sixth-level spirit could affect up to five creatures. If the prophet targets four of those “points” to one medium-sized or smaller target, and one to another, the first target will have a penalty of two to their saving roll to avoid the *Spiritual Hold*.

## Sunder Weapons

<b>Range:</b>	Level yards
<b>Rite:</b>	Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	5
<b>Area of Effect:</b>	Level minus 3 yards radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Peace, Plant, Protection

*Sunder Weapons* destroys or disables any weapon in the area of effect currently being used in an aggressive manner or being prepared for an attack.

Metal weapons will shock or heat painfully and shake violently. Thin wooden weapons, such as arrows, will warp and splinter into pieces. Thick wooden weapons, such as spears or bows, will warp and crack. Wooden items are allowed an unmodified Fortitude roll at a penalty of the spirit's level.

Weapon bearers lose their next attack and must make a Fortitude roll at a penalty of the spirit's level or drop the weapon.

Affected weapons must fit within the area of effect. Plant spirits may only *sunder* plant-based (usually wooden) weapons.

## Understanding

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Focus
<b>Duration:</b>	ten minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Level yards radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Peace

*Understanding* ensures that what the prophet says will be understood by everyone in the area of effect, and that what others say in the area of effect will be understood by the prophet. Words will be understood as the speaker intends them.

## Fifth Level

### Aurasight

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level rounds
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Healing, Prophecy

*Aurasight* grants the target the ability to see the auras of living things. The target may glance around to see the general auras of all visible creatures, or the target may focus their attention on one creature's aura.

All living things have an aura. The strength of the aura is the strength of the life force. Something dying will have a faint, discolored aura. A deep blue is a healthy aura, and a pale white is a sickly aura.

A Perception roll is required to see the auras of invisible things; to determine the kind of physical ailment the thing is undergoing; to see the mental state of something, such as whether it is acting under duress, is nervous, is angry, or some other state; to detect whether the thing itself is magical or natural; or to detect whether the thing is from another world or reality.

Each attempt to see one of the extra things above requires one round of focusing on that living thing's aura.

## Bravery

<b>Range:</b>	Level times 30 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level minutes
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Level times 20 yards
<b>Saving Roll:</b>	None
<b>Spirits:</b>	War
<b>Reverse:</b>	Despondency

*Bravery* aids friendly morale, Willpower, and Charisma. *Bravery* must be manifested on a leader, and the center of effect follows the target. Allies within the area of effect gain a bonus of 3 to morale and Willpower, and a bonus of 2 to Charisma.

*Despondency* results in equivalent penalties to all of those scores, for all opponents within the effect area.

## Bridge of Faith

<b>Range:</b>	Level times ten yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level times ten minutes
<b>Calling Time:</b>	6
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Protection

*Bridge of Faith* creates a bridge, up to five yards long per level, which the faithful can walk across. Those who wish to use the *Bridge* must make a Wisdom roll to successfully have faith in the power of the prophet's god(s).

If the walker has faith, the bridge may hold any weight.

## Captivate

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	Concentration
<b>Calling Time:</b>	3 rounds
<b>Area of Effect:</b>	10 yards + 2 yards per level
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Charm

*Captivate* garners the prophet the undivided attention of everyone in the area of effect who can understand the prophet's language. Each potential target is allowed a Willpower roll to avoid the effects. Targets who are inimical to the prophet, whether for racial or religious reasons, gain a bonus of three on the Willpower roll.

*Captivated* targets will pay complete attention to the prophet, and no attention to anything else happening

around them. Victims take no action while the prophet continues to speak.

The captivation continues for as long as the prophet continues speaking loudly to the audience. Sustained, loud, and pervasive opposition to the prophet will grant the victims another Willpower roll.

Once the prophet stops speaking or a *captivated* victim makes their Willpower roll, victims will still make no action for 1d6 rounds afterwards.

Victims who are attacked while captivated, and victims nearby an attacked victim, will no longer be under any of the effects of the *captivation*, except that they will be very likely to attack or violently oppose whoever so rudely interrupted their listening.

## Dissension

<b>Range:</b>	Two yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Foci:</b>	precious metal or gem
<b>Duration:</b>	Level rounds+
<b>Calling Time:</b>	6
<b>Area of Effect:</b>	Level creatures
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Charm, Trickster

*Dissension* causes the victims to disagree with one another, and magnifies minor hurt feelings into major arguments. Those under the effects of *Dissension* cannot act as a team. They will generally avoid any activity that does not involve fighting with, dwelling on the slights of, or otherwise disagreeing with, the other targets of the manifestation.

The targets must all be within twice level yards of the prophet when the manifestation first occurs. Once the manifestation takes effect, moving out of range will not end the manifestation.

The dissension lasts for at least level rounds but can last for as long as the prophet maintains their attention, usually through insinuating remarks aimed at exacerbating dissension.

There is a penalty of half level to the Willpower roll to avoid dissension.

## Heal Injury

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Healing, Death
<b>Reverse:</b>	Deadly Injury

*Heal Injury* heals 2d8 injury points on any living creature. Prophets heal a minimum injury points equal to the spirit's level (but still no greater than 16). If the target is about to die but has not died yet, and the target's injury points are brought to zero, the target is no longer about to die.

*Deadly Injury* causes d8 injury points to any living creature. A successful attack roll is required, and the victim is allowed an Evasion roll to avoid the effects.

## Protection from Sorcery

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	Iron links
<b>Duration:</b>	ten minutes per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Protection

*Protection from Sorcery* reduces the effects of spells and other magical effects cast upon the target creature. Any spell's effect level is dropped by half the manifestation level of the Protection spirit (round down). If the spell's effect level is dropped to zero or below the spell's level, the spell is completely blocked. Otherwise, its effects are reduced accordingly.

All magical effects except range will be reduced, including number of mage bolts and fireball damage. For area effect spells that use some form of points, such as *Sleep*, you'll have to determine whether or how the spell would have affected the target if the spell had been cast at the lower level.

## Restore Health

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	2 minutes
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Healing

*Restore Health* grants the victim a Willpower roll to throw off any disease or poison infecting them. The Willpower roll is at a bonus of the level of this spirit.

Recovery will then occur as normal for a person who has just thrown off that ailment. If the target is down on survival points, up to 2d4 survival points are restored on the initial manifestation of this spirit.

## Sunder Stone Structure

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	6
<b>Area of Effect:</b>	Special
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Earth, Plant

*Sunder Stone Structure* splits and cracks open any stone wall, bridge, or other stone construction, or large rock that is used for structural purposes, for example as a barrier.

The structure or rock must have either a height or width (facing the prophet) of no more than one yard for every two spirit levels greater than two. It may be no thicker (deeper) than level minus four feet. The prophet must strike the stone with their staff or other holy symbol.

## Sword to Snake

<b>Range:</b>	5 yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	1 round
<b>Calling Time:</b>	6
<b>Area of Effect:</b>	two weapons per level
<b>Saving Roll:</b>	Special
<b>Spirits:</b>	Animal, Peace

*Sword to Snake* temporarily turns hand-held weapons into snakes. After one round, the snakes return to weapon form. The prophet can have the snakes do one of two things: writhe around and hiss, or slither towards the prophet.

Weapons that are held by a creature gain that creature's Evasion roll. Magical weapons are usually unaffected.

## Watery Rebuke

<b>Range:</b>	1 yard per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level minutes
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	Special
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Water, Weather

*Watery Rebuke* raises a great wave from a body of water that can support it. The wave can capsize boats, drown swimmers, and wash far ashore. The wave will rise to a height of twice level yards by the time it is twice level yards from the starting point. At that distance it will also be level times ten yards wide. From then on it will stay at that height and width until it breaks and falls.

The wave travels ten yards every round. If it reaches shore it will lose one yard of height per round. If it is still growing when it reaches shore it will stop growing and start falling.

The wave can cause one point of damage per yard of height to any creatures or items it breaks upon. This damage can be avoided on a successful Fortitude roll.

## Water Walk

<b>Range:</b>	Level times 10 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Ten minutes per level
<b>Calling Time:</b>	6
<b>Area of Effect:</b>	Level times 20 yards
<b>Saving Roll:</b>	Evasion
<b>Spirits:</b>	Water

*Water Walk* allows the target to walk upon water or other shifting watery substance as if it were a normal solid surface. The target may walk upon water, mud, quicksand, snow, and ice as normal. The target will leave footprints, although liquid surfaces will usually fill in the footprints immediately.

The target must weigh less than 100 pounds per level.

## Sixth Level

### Calm Storm

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Ten minutes per level
<b>Calling Time:</b>	7
<b>Area of Effect:</b>	Thrice level yards radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Protection, Sky, Weather
<b>Reverse:</b>	Raging Storm

*Calm Storm* creates an area of calm within a storm. Within the calm area, winds are low and precipitation is light.

*Raging Storm* intensifies an already-existing storm to triple its intensity: higher winds, more driving precipitation.

Spirits of Protection may only manifest *Calm Storm*.

### Death's Door

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	One creature
<b>Saving Roll:</b>	Special
<b>Spirits:</b>	Healing

Death usually is not immediate. Creatures remain barely alive following the killing act. *Death's Door* brings the target back from the precipice of death, and restores the target fully to life. The target's body must be intact and capable of functioning with moderate healing once restored to life.

The target may not have been more than level rounds dead. While no saving roll is allowed to avoid the effects of the spell, the target must make a Health roll, at a bonus of the spirit's level, to survive the restoration. If failed, the target may not be brought back except by a higher level spirit.

The target loses one point of Endurance, and is extremely weak. The target will be unable to walk without assistance for a number of days equal to half the number of rounds they were "dead". They have a number of survival points equal to the spirit's level, or their maximum, whichever is less.

## Divine Contract

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	copies of contract
<b>Duration:</b>	Level years
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	Half level creatures
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Peace, Order

*Divine Contract* places the targets under a divine contract. Anyone who breaks the contract will lose one of sight, hearing, or speech, chosen at the contract's signing. There is no saving roll for this spirit. If any target refuses to submit to the contract, the contract does not take effect.

Only divine intervention can cure a *Contract-enforced* loss.

The prophet must follow a moral code. If the *Contract* is put in place by a prophet of Evil moral code, the targets are bound by the letter of the contract. If put in place by a prophet of Good moral code the targets are bound by the spirit of the contract. Other prophets may choose when the spirit manifests. A copy of the contract must be made for each target.

## Spiritual Torpor

<b>Range:</b>	ten yards per level
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	twice level minutes
<b>Calling Time:</b>	7
<b>Area of Effect:</b>	Level yard diameter
<b>Saving Roll:</b>	Willpower or Perception
<b>Spirits:</b>	Charm, Death

*Spiritual Torpor* binds the targeted creatures motionless and senseless. They may not move or speak, and are only vaguely aware of what is happening around them, as if far away in a dream. They are generally defenseless and may not initiate any actions or concentrate on any actions. The spirit manifests itself as a barely visible mist in some form appropriate to the deity or pantheon the prophet called upon to gain the spirit.

Up to one, plus half level, intelligent, living creatures may be targeted.

If the prophet focuses twice as many "points" on a target as is necessary, the target has a penalty of one to their saving roll. Four times as many "points" gives the target a penalty of two, six times a penalty of three, etc. For example, a prophet manifesting *Spiritual Torpor* with an eighth-level spirit could affect up to five creatures. If the prophet targets four

of those “points” to one target, and one to another, the first target will have a penalty of two to their saving roll to avoid *Spiritual Torpor*.

## Summit

<b>Range:</b>	Twice level yards
<b>Rite:</b>	Words, Focus
<b>Duration:</b>	five minutes per level
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	Level yards radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Peace, War

*Summit* causes everyone in the area of effect to be able to understand everyone else in the area of effect.

## Unravel Spell

<b>Range:</b>	Level yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Instant
<b>Calling Time:</b>	7
<b>Area of Effect:</b>	One spell
<b>Saving Roll:</b>	Learning
<b>Spirits:</b>	Protection, Trickster

*Unravel Spell* causes one cast spell to “unravel” and fail. The spell is unraveled on a Willpower roll at a penalty of the level the spell was originally cast at. There is a bonus of one to this roll if one of the caster’s moral codes opposes the prophet’s. There is a bonus of three to the roll if two of the caster’s moral codes opposes the prophet. There is a bonus of two if the caster has no moral code.

If the sorcerer is still concentrating on the spell they are allowed a Learning roll, at a penalty of the spirit’s level, to maintain it and keep it from unraveling.

## Wisdom

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	platinum bracer, worn by target
<b>Duration:</b>	ten minutes per level
<b>Casting Time:</b>	1 round
<b>Area of Effect:</b>	1 creature
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Peace, Trickster
<b>Reverse:</b>	Foolishness

The target’s wisdom will increase (or decrease) by 1 for every six levels of the spirit. The reverse of this manifestation, *Foolishness* may only be manifested by Trickster spirits.

# Seventh Level

## Icy Prison

<b>Range:</b>	Level yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Half level rounds
<b>Calling Time:</b>	8
<b>Area of Effect:</b>	One creature or object
<b>Saving Roll:</b>	Evasion or Fortitude
<b>Spirits:</b>	Weather

*Icy Prison* surrounds the target with ice and snow in a swirling mini-storm that builds an icy prison around the target from the ground (or water) up.

If on land, the target must fit within a sphere level feet in diameter. In heavy rain, the target must fit within a sphere level yards in diameter, and in a body of water the target must fit within a sphere twice level yards in diameter. If the target does not fit, the target’s movement is reduced by *level* for one round (if on land) or for the duration of manifestation in a body of water. If the target does fit, movement is completely stopped for the duration and possibly for some time after it; the icy prison melts as normal once the manifestation ends.

## Spark of Life

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	10 minutes
<b>Area of Effect:</b>	One creature
<b>Saving Roll:</b>	Special
<b>Spirits:</b>	Healing

Within seemingly dead bodies, the spark of life remains for several hours. *Spark of Life* draws forth the life energies that remain in the almost-dead, and restores the target fully to life. The target’s body must be intact and capable of functioning with moderate healing once restored to life.

The target may not have been more than level hours dead. While no saving roll is allowed to avoid the effects of the spell, the target must make a Health roll, at a bonus of the spirit’s level, to survive the restoration. If failed, the spark of life may not be restored except by a higher level spirit.

The target loses one point of Endurance, and is extremely weak. The target will be unable to walk without assistance for a number of days equal to the number of hours they were “dead”. They have a number of survival points equal to the spirit’s level, or their maximum, whichever is less.

## Windy Rebuke

<b>Range:</b>	1 yard
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Level rounds
<b>Calling Time:</b>	8
<b>Area of Effect:</b>	Cone level yards wide at level yards distance
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Weather

*Windy Rebuke* creates a gale-force wind that can lift small creatures and objects and send them flying away, and even uproot small plants. The wind is level yards wide and tall at level yards from the prophet, and continues for another level yards beyond that.

Anyone or anything caught in the wind and that weighs under level times ten pounds must make a Fortitude roll or be uplifted by the wind (items under level pounds may be automatically uplifted at the Adventure Guide's option). Uplifting causes one point of damage per level, and moves the target to the end of the wind.

Anything in the wind that is not blown back must make a Fortitude roll to do anything other than stand firm.

## Eighth Level

### Night Road

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Until dawn
<b>Calling Time:</b>	ten minutes
<b>Area of Effect:</b>	Level creatures
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Sky

The *Night Road* may only be called at night. Up to level creatures may walk the *night road* to their destination. They will arrive at their destination after walking 2d100 miles, divided by level. Their destination may be any open space that the Prophet or spirit knows the location of.

Once the walkers arrive at their destination, the spirit manifestation ends. If dawn arrives before they leave the path, the manifestation also ends. Dawn is determined from when they left. When they arrive, they arrive during the night. Their arrival time mirrors their walking time and the time they left. If they left one place at three in the morning and walked for two hours, they will arrive at their destination at five in the morning.

If the walkers do not arrive at their destination before the manifestation ends, or if they leave the path before arriving at their destination, they will be find themselves at random points between their starting point and their ending point.

## Sea's Revenge

<b>Range:</b>	Level feet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	1 round per level
<b>Calling Time:</b>	9
<b>Area of Effect:</b>	One creature
<b>Saving Roll:</b>	Fortitude
<b>Spirits:</b>	Water

*Sea's Revenge* creates an intense undertow that sucks the target deep underwater and doesn't let them loose until they are far out to sea. For every round that they are kept underwater, targets will be sucked fifty yards out. Targets will be underwater for the entire duration; breathing and other effects of being underwater are handled as normal.

This manifestation can only take effect on victims that are already standing in a lake or sea. The Fortitude roll must be made every round, until it is failed, the manifestation ends, or the target manages to leave the water.

## Suppress Sorcery

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Concentration
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	Half level yards radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Protection

*Suppress Sorcery* creates a spherical shield that reduces the effects of spells and other magical effects targeted or cast within the sphere. Any spell's effect level is dropped by half the manifestation level of the Protection spirit (round down). If the spell's effect level is dropped to zero or below the spell's level, the spell is completely blocked. Otherwise, its effects are reduced accordingly.

All magical effects will be reduced, including range if the spell is cast from within the suppression sphere. In the case of spells cast from within the sphere, spell effects are reduced even if the spell is targeted somewhere outside the sphere.

For area effect spells that use some form of points such as *Sleep*, and are both cast and targeted outside the sphere, you'll have to determine whether or how

the spell would have affected the target if the spell had been cast at the lower level.

## Ninth Level

### Glory Days

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures
<b>Duration:</b>	1 minute per level
<b>Calling Time:</b>	1 round
<b>Area of Effect:</b>	10 yards per level radius
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Death, Prophecy
<b>Reverse:</b>	Decadence, Chaos

*Glory Days* temporarily restores a structure to the height of its glory. The cornerstone or other significant portion of the structure must still be available. Bricks, stone, and wood rise back to their places; where the original parts are not available, illusions take their place. Tapestries and furniture all reform. To the extent that the original parts remain available, the structure may even be entered and walked upon.

When the manifestation ends, the structure crumbles in one to six rounds, depending on the size of the structure.

*Decadence* causes an illusory destruction of the structure to its most magnificent decay: the structure will still be recognizable for what it is, but will have fallen into the most shameful disrepair and destruction.

Either manifestation may be manifested only upon a structure created by living creatures.

### Paths of the Dead

<b>Range:</b>	Level yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	a cavern, grove, or body of water
<b>Duration:</b>	Permanent
<b>Calling Time:</b>	1 minute
<b>Area of Effect:</b>	One person
<b>Saving Roll:</b>	Health
<b>Spirits:</b>	Death, Healing

The dead do not go immediately to their final rest. There are usually way stations or paths that the dead must follow. The prophet can open a path to the lands of the dead if the target corpse is less than level days dead. The prophet and up to a third level companions may travel those paths to find the dead person's soul

and return it to the land of the living. This spirit manifestation may only be used at a culturally-appropriate gateway, such as a cavern entrance, a holy grove, or a body of water.

The retrieval usually takes very little time in the “real world”: for every hour that is spent in the paths of the dead, one second passes in the real world.

If the soul is successfully extracted, the target must make a Health roll. If successful, the target is at full survival points or at Endurance survival points, whichever is lower. If unsuccessful, the target is at one survival point. In either case, survival points begin to return only after full bed rest for a number of days equal to the number of days the target was dead.

Those who enter the paths of the dead multiple times are likely to attract the attentions of the caretakers of those paths.

### Quest

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Until fulfilled
<b>Calling Time:</b>	10
<b>Area of Effect:</b>	Creature touched
<b>Saving Roll:</b>	Willpower
<b>Spirits:</b>	Charm, Prophet

*Quest* charges the target with a special quest for the fulfillment of the faith. For *Prophet* spirits, the quest must be a service that fulfills a need of the deity or pantheon that the prophet worships. For *Charm* spirits, the quest may be more general, but must still be somehow related to the fulfillment of the faith. It may, for example, be a teaching quest, one that will (hopefully) cause the victim to learn more about the ways of the religion.

The quest must be something that can be fulfilled. Open-ended terms of service, or quests for suicide, for example, will result in the spirit manifestation failing. While performing the quest, the target receives a bonus of 1 to rolls that further the quest.

Targets that deviate from, delay, or twist the quest will be punished for their transgressions. For each day that the target does not work towards fulfillment of the quest, they will have a penalty of one to their endurance, until their endurance reaches a minimum of 3. This will happen because of something, for example because they are stuck in the belly of a whale. Their divine punishment can be as simple as being unable to hold down any food, but for whatever reason the character *will* lose those points.

Once the character begins moving towards true fulfillment, endurance is restored, one point per day.



## Tenth Level

### Earthmeld

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	1 day per level
<b>Calling Time:</b>	11
<b>Area of Effect:</b>	Prophet
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Plant

*Earthmeld* causes the prophet to meld with the earth, sinking into the ground for up to the duration of the effect. The prophet does not age and requires no sustenance while in the ground. The prophet has no physical form and may not be damaged, although large-scale destruction will wake the prophet, whereupon the prophet may choose to go above-ground early. Otherwise, the prophet chooses, on entering the ground, how long they will remain below-ground. The prophet must be touching the ground in order to enter into it.

While in the ground, the prophet heals lost survival points at normal rates for sleeping.

## Eleventh Level

### Hearthmeld

<b>Range:</b>	Prophet
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	1 day per level
<b>Calling Time:</b>	12
<b>Area of Effect:</b>	Prophet
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Hearth

*Hearthmeld* causes the prophet to meld with a home, sinking into the floor and then becoming part of the home for up to the duration of the effect. The prophet does not age and requires no sustenance while in the home. The prophet has no physical form and may not be damaged, although destruction of the home will force the prophet out. The prophet may see anything happening within the home, and may choose to leave the home at any time, re-appearing where they entered. The prophet must be within the home and touching the floor in order to enter into it.

While in the home, the prophet heals lost survival points at normal rates for sleeping.

## Twelfth Level

### Major Contract

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	copies of contract
<b>Duration:</b>	Level years
<b>Calling Time:</b>	2 minutes
<b>Area of Effect:</b>	Half level creatures
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Peace, Order

*Major Contract* places the targets under a divine contract. Anyone who breaks the contract will lose two of sight, hearing, and speech, chosen at the contract's signing. There is no saving roll for this spirit. If any target refuses to submit to the contract, the contract does not take effect.

Only divine intervention can cure a *Contract*-enforced loss.

The prophet must follow a moral code. If the *Contract* is put in place by a prophet of Evil moral code, the targets are bound by the letter of the contract. If put in place by a prophet of Good moral code the targets are bound by the spirit of the contract. Other prophets may choose at the time the spirit is manifested. A copy of the contract must be made for each target.

## Part Water

<b>Range:</b>	Level times 25 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	One minute per level
<b>Calling Time:</b>	One minute
<b>Area of Effect:</b>	Corridor
<b>Spirits:</b>	Water, Protection

*Part Water* rolls back a corridor of water through river, lake, or ocean. The corridor can be as long as it needs to be, as long as the entire length is within range. The corridor can be up to level yards deep and level yards wide. The corridor can be traversed in reasonable safety: the surface (assuming the corridor is deep enough to hit bottom) will be solid enough to walk on or to pull carts. When the manifestation ends, or when the prophet wills it, the water comes crashing back.

The corridor can be created underwater, but then width and depth are halved. It can follow the prophet if the prophet moves.

## Fourteenth Level

### Part Ice

<b>Range:</b>	Level times 25 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	One minute per level
<b>Calling Time:</b>	One minute
<b>Area of Effect:</b>	Corridor
<b>Spirits:</b>	Fire, Protection, Water

*Part Ice* cracks a corridor through ice field or glacier, on land or sea. The corridor can be as long as it needs to be, as long as the entire length is within range. The corridor can be up to level yards deep and half level yards wide. The corridor can be traversed in reasonable safety: if ice or ground remains, the surface will be solid enough to walk on or to pull carts. If the surface is water, it may be sailed or otherwise floated through as normal. When the manifestation ends, or when the prophet wills it, the ice comes crashing back.

The corridor cannot be created as a tunnel under ice. It can follow the prophet if the prophet moves.

## Fifteenth Level

### Part Sand

<b>Range:</b>	Level times 20 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	One minute per level
<b>Calling Time:</b>	One minute
<b>Area of Effect:</b>	Corridor
<b>Spirits:</b>	Earth, Protection

*Part Sand* rolls back a corridor of sand or dirt through dune or hill. The corridor can be as long as it needs to be, as long as the entire length is within range. The corridor can be up to level yards deep and half level yards wide. The corridor can be traversed in reasonable safety: the surface will be solid enough to walk on or to pull carts. When the manifestation ends, or when the prophet wills it, the sand comes rolling back.

The corridor cannot be created underground. It can follow the prophet if the prophet moves.

## Eighteenth Level

### Grave Contract

<b>Range:</b>	Touch
<b>Rite:</b>	Words, Gestures, Focus
<b>Focus:</b>	copies of contract
<b>Duration:</b>	Level years
<b>Calling Time:</b>	3 minutes
<b>Area of Effect:</b>	Half level creatures
<b>Saving Roll:</b>	None
<b>Spirits:</b>	Peace, Order

*Grave Contract* places the targets under a divine contract. Anyone who breaks the contract will lose their sight, hearing, and speech. There is no saving roll for this spirit. If any target refuses to submit to the contract, the contract does not take effect.

Only divine intervention can cure a *Contract-enforced* loss.

The prophet must follow a moral code. If the *Contract* is put in place by a prophet of Evil moral code, the targets are bound by the letter of the contract. If put in place by a prophet of Good moral code the targets are bound by the spirit of the contract. Other prophets may choose when the spirit manifests. A copy of the contract must be made for each target.

## Twentieth Level

### Part Stone

<b>Range:</b>	Level times 20 yards
<b>Rite:</b>	Words, Gestures, Focus
<b>Duration:</b>	Five minutes per level
<b>Calling Time:</b>	Ten minutes
<b>Area of Effect:</b>	Corridor
<b>Spirits:</b>	Earth, Protection

*Part Stone* cracks open a corridor through stone or mountain. The corridor can be as long as it needs to be, as long as the entire length is within range. The corridor can be up to level times ten yards deep and level yards wide. The corridor can be traversed in reasonable safety: the surface will be solid enough to walk on or to pull carts. When the manifestation ends, or when the prophet wills it, the stones come crashing back.

The corridor cannot be created underground. It can follow the prophet if the prophet moves, allowing the prophet and companions to travel through mountain or stony hills.

# Gods & Pantheons

There are many possible interpretations of any religion's deities. Many religions also have multiple sects, each according a different level of power to different parts of the pantheon.

Prophets usually receive access to five types of spirits, unless one of them is war or healing, in which case they have access to four types of spirits.

Gods may dispense four or five types of spirits, demigods four, spirit gods three, and heroes two. One is almost always the Prophet type.

# Sample Spirits

You can find more about these deities in just about any good reference book, gaming or historically oriented.

## Celtic Gods

**Arawn:** Prophet, Death, Healing, Charm  
**Brigit:** Prophet, War, Fire, Peace  
**Dagda:** Prophet, Prophecy, Death, Weather, Protection  
**Diancecht:** Prophet, Healing, Death, Prophecy  
**Dunatis:** Prophet, Protection, Fire, Water, Weather  
**Druids:** Animal, Fire, Plant, Prophet, Weather  
**Goibhnie:** Prophet, War, Fire, Protection  
**Lugh:** Prophet, Prophecy, Animal, Plant, Fire  
**Manannan MacLir:** Prophet, Water, Weather, Protection  
**Math:** Prophet, Prophecy, Charm, Fire, Protection  
**Morrigan:** Prophet, War, Charm, Protection  
**Nuada:** Prophet, War, Protection, Prophecy  
**Oghma:** Prophet, Prophecy, Fire, Protection, Hearth

## Greek Gods

**Hekate (Witches):** Charm, Death, Prophecy, Plant, Prophet

## Norse Gods

**Balder:** Prophet, Charm, Fire, Healing  
**Magni:** War, Prophet, Protection, Weather  
**Modi:** Prophet, War, Animal, Weather  
**Sif:** Protection, Prophet, Weather, Animal  
**Thor:** Plant, Prophet, Weather, War  
**Vidar:** Prophet, War, Protection, Peace

# Christianity

In general, Christians do not worship an individual within the pantheon, but they may favor one of Jehovah, Jesus, or Mary. They will also pray to a specific saint if intercession is required from the saint's sphere of influence. Saints (and Mary, to some extent even Jesus) are said to "intercede" with Jehovah on behalf of the petitioner. But the difference between intercession and outright deistical action can become quite fuzzy.

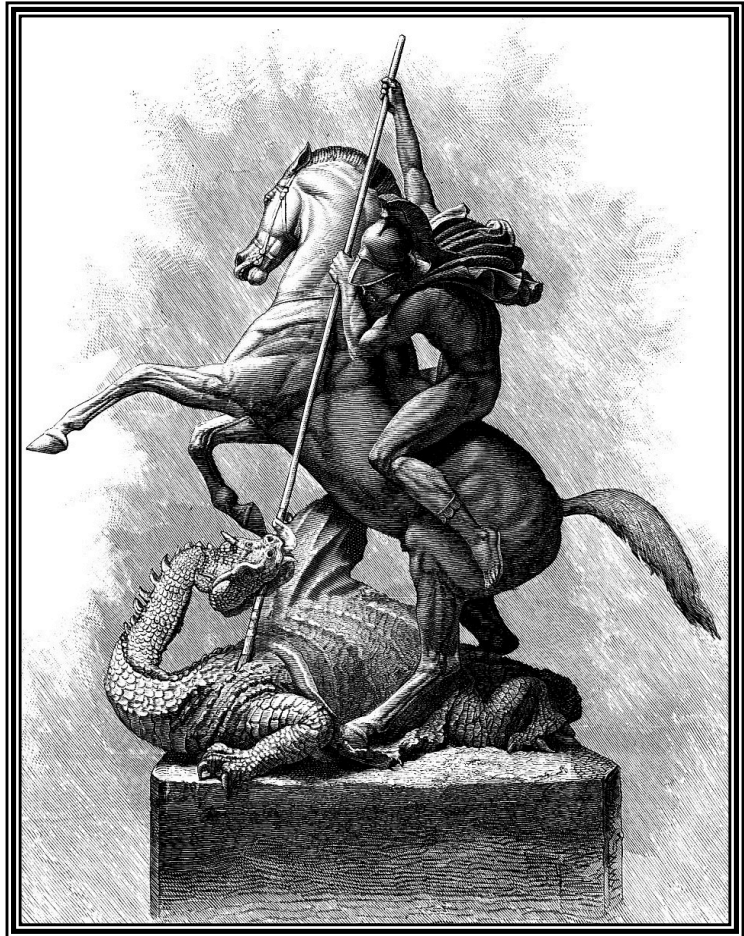
Also, while a literal reading of Christian theology indicates that the spirit and the son are but avatars of Jehovah, they are not treated as such in actual prayer and daily life. Regardless, the Father, the Son (Jesus), and the Holy Spirit are the central three figures in Christianity. Many Christians, to purge evil spirits or evil thoughts, will recite the short phrase "In the name of the father, the son, and the holy spirit" while touching their right hand to their

forehead (father), the center of their chest (son), their left shoulder (holy), and their right shoulder (spirit). While the Christians may worship many beings, they all claim that there is only one God, to the point of calling their god simply "God", as there is no other.

The beliefs of Christians are recorded in the Christian bible. The bible is considered so holy that its mere existence makes it blessed. Prophets will memorize passages from the bible and use them in holy combat.

All Christian prophets must be ordained in some way with water or oil or both. Often, this ordination will come at the hands of another prophet or priest, but prophets may also be ordained through the intercession of Saints, Angels, or supernatural creatures.

The Christians have many festivals. The greatest is the Feast of Easter, with forty days of penitence leading up to it (Lent), eight days of special observance preceding it, and eight days of celebration following it (an "octave"). Easter is the first Sunday after the first full moon of the



Spring Equinox, which vaguely corresponds to the Jewish festival of Passover that marked Jesus’ death and resurrection.

Creatures

The vampire holds a special place in Christian mythology, as it is seen as a mockery of Jesus Christ. Like Jesus, the vampire must die before being reborn. Where Jesus gave his blood that others might have eternal life, the vampire steals blood to maintain its own eternal life.

Angels are the servants of Heaven, and Demons are angels who rebelled against Heaven.

Saint George

<b>Names:</b>	Saint George
<b>Sobriquets:</b>	Dragonslayer
<b>Symbols:</b>	Horse, Spear, Dragon, Arms of St. George, Red Cross on White Background
<b>Status:</b>	Hero
<b>Special Day:</b>	April 23
<b>Worshippers:</b>	Knights, Cavalry
<b>Moral Codes:</b>	Ordered Good
<b>Prophets:</b>	Ordered Good
<b>Spirits:</b>	Prophet, War

Saint George was the patron saint of the Knights of the Round Table and of the Knights of the Garter. He became renowned early in life as a cavalryman after enlisting at a young age. He died a martyr after confessing his faith to the Roman emperor. King Richard the Lionheart had a vision of him during the crusades. His main claim to fame, however, is as a slayer of dragons. In the city of Selena in Libya, the king’s daughter, Cleolinda, had been chosen by lot to die at the hands of a dragon who demanded such tribute daily. Armed only with a spear and a horse, he confronted and killed the dragon, saving the king’s daughter, all in the name of Jesus.

Saint George is known for his chivalry. He refused the king’s reward for saving his daughter, asking only that the king remember the Church, the clergy, and the poor. The arms of St. George are argent, a cross, gules.

## Holy Spirit

<b>Names:</b>	Holy Spirit
<b>Sobriquets:</b>	Holy Ghost, The Comforter, Breath of God, Paraclete
<b>Symbols:</b>	Flame, Dove
<b>Status:</b>	God
<b>Special Day:</b>	7 <sup>th</sup> Sunday after Easter (Pentecost)
<b>Worshippers:</b>	Missionaries
<b>Moral Codes:</b>	Ordered, Ordered Good
<b>Prophets:</b>	Ordered, Ordered Good, Charisma 14, Wisdom 13
<b>Spirits:</b>	Prophet, Charm, War, Prophecy

The Holy Spirit is the holiest messenger of God, bringing the word of God as needed. The Holy Spirit brought a child unto Mary, and also brought illumination to the Apostles after Jesus' death and resurrection (celebrated in the Feast of Pentecost). This was the task that Jesus set for the Holy Ghost at the Last Supper: "The Comforter, which is the Holy Ghost, whom the Father will send in my name, he shall teach you all things, and bring all things to your remembrance, whatsoever I have said unto you. Peace I leave with you, my peace I give unto you; not as the world giveth, give I unto you. Let not your heart be troubled, neither let it be afraid."

One of the seven sacred rituals of the Catholics is the "confirmation", which follows (confirms) the call from the Holy Spirit in the recipient's life.

Prophets of the Holy Spirit are outspoken and glib. They will walk flaming coals, handle venomous snakes, and travel into the deepest uncharted territories to proselytize for the Lord.

## Jesus

<b>Names:</b>	Jesus, Christ, Jesus Christ
<b>Sobriquets:</b>	The Son of God, The Son of Man, The Prince of Peace, The Son of David, The Word of God
<b>Symbols:</b>	Wine, Bread, Cross, Nativity
<b>Status:</b>	God
<b>Special Day:</b>	December 25 (Christmas), Easter
<b>Worshippers:</b>	Anyone, Children, Priests
<b>Moral Codes:</b>	Good
<b>Prophets:</b>	Good, Chaotic Good
<b>Spirits:</b>	Prophet, Healing, Peace, Protection

Jesus was the son of Jehovah and Mary, and the founder of the Christian religion. While his worshippers can come in any form, his basic teachings were the epitome of Chaotic Good. He spent much of his time arguing against the priests of Order:

Then one of them, which was a lawyer, asked him a question, tempting him, and saying, "Master, which is the great commandment in the law?"

Jesus said unto him, “Thou shalt love the Lord thy God with all thy heart, and with all thy soul, and with all thy mind. This is the first and great commandment. And the second is like unto it. Thou shalt love thy neighbor as thyself. On these two commandments hang all the law and the prophets.” (Matthew 23:35-40)

The legend of Jesus, his works and teachings, are recorded in the “Gospels”, of which Matthew is generally the first. There are many apocryphal records as well, and different sects work from different translations of the Gospels.

Of the seven sacred rituals of Christians, four emulate various events in the life of Jesus. The first is the Baptism, which, while it comes from an earlier ritual, also calls to mind the Baptism of Jesus by the prophet John the Baptist by water in the desert. The second is the “Holy Communion”, which emulates the last supper which Jesus had with his 12 apostles. Holy Communion is either a magical or a symbolic transformation of a blessed bread into the flesh of the Son of God. Jesus commanded his twelve apostles to “do this in remembrance of me”, and it has become the integral part of the Christian mass.

The third is the ordination of priests. Each priest is ordained in a line of succession from the first ordinations of the apostles by Jesus. He ordained his original twelve apostles, telling them to “preach the kingdom of God and heal the sick”, and commanded them to “take nothing for your journey, neither staves, nor scrip, neither bread, neither money; neither have two coats apiece. And whatsoever house ye enter into, there abide, and thence depart. And whosoever will not receive you, when ye go out of that city, shake off the very dust from your feet for a testimony against them.” But he also said, at the last supper after washing the feet of each of the apostles:

“When I sent you without purse, and scrip, and shoes, lacked ye any thing?” And they said, “Nothing.” Then said he unto them, “But now, he that hath a purse, let him take it, and likewise his scrip; and he that hath no sword, let him sell his garment, and buy one.”

Fourth is the ritual of contrition, or forgiveness of sins. Any ordained priest may, through Jesus’ power, forgive any sins of a believer.

## Saint Joseph

<b>Names:</b>	Joseph
<b>Sobriquets:</b>	Joseph the Carpenter, the Just man, Holy Patriarch
<b>Symbols:</b>	Hammer
<b>Status:</b>	Hero
<b>Special Day:</b>	March 19
<b>Worshippers:</b>	Carpenters, Fathers
<b>Moral Codes:</b>	Ordered Good, Good
<b>Prophets:</b>	Ordered Good
<b>Spirits:</b>	Prophet, Protection

Joseph, Jesus’ father, is perhaps best known for trusting his wife, Mary, when she became pregnant before he could have gotten her pregnant. The Holy Spirit visited him in a dream and told him that the child was a holy child begotten of the spirit. Joseph was of the line of the Hebrew king David, which also helped fulfill the prophecy which culminated in Jesus’ birth.



Joseph protected the child Jesus during the trying times surrounding Jesus' birth, as the power of the State required them to travel long distances for census purposes. Soon after traveling to Bethlehem for census purposes (where Jesus was born), Herod tried to track down the new-born "king of the Jews" to kill him, so Joseph brought Mary and Jesus into relative safety in Egypt before returning home to Nazareth.

Joseph most likely died before Jesus began his final three years of teaching. He is last seen in the bibles when Jesus was twelve years old, and was almost certainly dead before Jesus died on his cross. It took the Church a long time to recognize Joseph as a Saint. His life, once Jesus was born and his life relatively ensured, was presumably a quiet one and does not enter into the sacred writings. Only after the church's initial trials, when quiet devotion became more popular, did Joseph's worship increase.

## Lilith

<b>Names:</b>	Lilith
<b>Sobriquets:</b>	Night Demon, Screech Owl, Woman of the Night, Lady Without Sorrow
<b>Symbols:</b>	Owl, Dragon, Snake, Flowing hair, ring and staff
<b>Status:</b>	Demigoddess
<b>Special Day:</b>	October 24
<b>Worshippers:</b>	Mothers, Pregnant women, Midwives
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Chaotic
<b>Spirits:</b>	Prophet, Chaos, Charm, Fire, Death

Adam's first wife who would not lie beneath him, Lilith has been alternately vilified as a punishing demon, pitied as a lonely monster at the edges of the world, or completely ignored and forgotten. Some even worship her as a hero among women.

Lilith appears with long red hair, wings, and a beautiful form and countenance.

Lilith is a creature of folklore among Christians more than from the teachings of Christ or the prophets. Her name appears but once, when the prophet Isaiah describes God's vengeance upon the enemies of the faithful:

Streams shall be turned into fire, dust into brimstone, and their lands into burning pitch. The flames shall not be quenched night nor day. Smoke shall rise forever, and none shall pass into their lands.

The sea-crow and the bittern shall possess them. The owl and the raven shall dwell among them. Their princes shall fall, thorns shall come up in their palaces, nettles and brambles fill their fortresses. The houses of their sons shall be the home of dragons and a court for owls. The wild beasts of the desert shall meet with the wild beasts of the sea. Lilith shall rest there. Vultures shall gather, every one with her mate.

As a demon, Lilith is a punisher of sins. The children of sinners she binds up; they die in the night. For protection against Lilith, women hang amulets with her name written upon them at the entrance to their homes when infants lie therein, and wear such amulets during child-birth.

As Adam's first wife, Lilith continues to visit men in the night. But those men who fall to her charms and who try to possess her she fends off as a fierce female warrior, bearing a sword wreathed in poisonous flame.

## Mary

<b>Names:</b>	Mary
<b>Sobriquets:</b>	Virgin Mother, Mother of God, Blessed Virgin
<b>Symbols:</b>	Rosary, Candle
<b>Status:</b>	Goddess
<b>Special Day:</b>	August 15 (Feast of the Assumption)
<b>Worshippers:</b>	Women, Sons, Mothers, Sickly Children
<b>Moral Codes:</b>	Good, Chaotic Good, Ordered Good
<b>Prophets:</b>	Good, Chaotic Good, Ordered Good
<b>Spirits:</b>	Prophet, Protection, Healing, Prophecy

Mary was the mother of Jesus, who took the seed of Jehovah through the Holy Spirit, remaining thus a virgin. Though she later was to have children normally, the name "Virgin Mother" was an evocative phrase which lasted. As the mother of Jesus, Mary is often requested to intercede on the petitioner's behalf with her son. One of the early stories of Jesus' life tells how Mary successfully requested his divine help for a relatively mundane matter: a lack of wine at a wedding party. Jesus did as his mother asked, turning water into wine for use at the celebration.

Mary is perhaps the most active of the members of the Christian pantheon, appearing to followers with prophecies and balms. Many of the most-visited shrines of the Christians are shrines in places where Mary is said to have appeared. She tends to appear to the poor and downtrodden, and is more likely to appear personally at the beginning of a hero's career than after the hero is well known. A prophet of Mary chosen in this way will construct a shrine to her at the first opportunity, in the location where Mary appeared.

Mary's feast day, the Assumption, is so named because she is said to have been assumed bodily as well as spiritually into heaven, "preserved free from all stain of original sin".

## Saint Michael

<b>Names:</b>	Saint Michael
<b>Sobriquets:</b>	Archangel
<b>Symbols:</b>	Spear, Mountain, Snake, Scales, Book, Flaming Sword
<b>Status:</b>	Demigod
<b>Special Day:</b>	September 29
<b>Worshippers:</b>	Knights, Missionaries, Sick and Dying
<b>Moral Codes:</b>	Ordered, Ordered Good
<b>Prophets:</b>	Ordered Good
<b>Spirits:</b>	Prophet, War, Healing

Saint Michael is the angel who led the charge against Satan in the battle for heaven, and is prophesied to fight again against “the dragon” at the end of the world. One of the most enduring images of Saint Michael is of an angel with a spear triumphing over a snake that bites at his feet.

Saint Michael is prayed to at the hour of death to preserve the soul from Satan. He is the champion of “God’s people”, and the patron of the Christian church, as well as of many of the knight orders. He is also seen as the one who “weighs souls” and takes part in the judgment of the dead. In this guise his symbols include scales (for weighing) or a book (the “book of life”, in which all the names of the saved are inscribed).

Michael is one of four great archangels. The other three (Gabriel, Raphael, and Uriel) are not as well known, although Gabriel is credited with bringing the word of God to Mary, that she was to bear God’s son. Each of these angels are all parts of the One God as their name implies (“el” is “god”). Gabriel (“the strong one of God”) is the bringer of dreams and knowledge of the future, as well as retribution. Raphael (“God has healed”) heals wounds, diseases, and evil from individuals and the world. Uriel (“My Light is like God”) is the revealer of secrets, and Michael (“Who is like God?”) is the long-term adversary of Satan.

## Satan

<b>Names:</b>	Satan, Lucifer
<b>Sobriquets:</b>	The Morning Star, The Fallen One, The Tempter, The Prince of Deception, The Devil, Antichrist, Accuser, The Adversary
<b>Symbols:</b>	Venus, Serpent
<b>Status:</b>	God
<b>Special Day:</b>	October 31 (All Hallow’s Eve)
<b>Worshippers:</b>	Politicians, Businessmen, Musicians
<b>Moral Codes:</b>	Ordered, Evil, Ordered Evil, Chaotic Evil
<b>Prophets:</b>	Ordered Evil, Charisma 15
<b>Spirits:</b>	Prophet, Prophecy, Death, Charm, Fire

Satan is a fallen angel, who rebelled against the order of Heaven. Some legends say that he did this because he was jealous of the attention given to Jehovah’s new creation, humanity. Others simply say that his pride led him to believe he could rule Heaven well in Jehovah’s place. His

rebellion failed, and he was cast down with his followers to Gehennah, or Hell, with all the damned souls of humanity. He set himself and his followers up as rulers in Hell (or perhaps this was Jehovah's plan for him all along—some say that angels do not have free will). Satan rules over the demons, some or all of whom were also fallen angels, and ensures the eternal suffering of the damned, those who are not worthy to enter Heaven.

Satan sees himself in competition with Jehovah for the souls of humans. He sends his minions out in his name to tempt good people into pride, and to ensure the continued wickedness of evil people. As the serpent in the Garden Satan tempted Eve to eat of the fruit of the tree of knowledge, resulting in mankind being thrown out of paradise.

In general, Christians do not worship Satan. To do so ensures their eternal damnation well beyond their few years as mortal beings. But the more superstitious will propitiate Satan and his followers, by, for example, placing gourds with evil faces and burning candles on their doorstep the night before All Saints' Day, or by throwing a pinch of salt over their left shoulder after spilling salt. Many Christians celebrate "Hallowe'en", the night before All Saint's Day, by either dressing as evil spirits and going from house to house to demand tribute, or by staying home and presenting tribute (minor gifts, candy, or food) to Satan's minions on demand.

Some Christians will go further, however, and attempt to "bargain" with Satan to gain earthly benefits in return for their soul. That is, upon their death their soul will be Satan's in Hell. Some do this because they believe that their sins are already unforgivable. Some believe that they are better lawyers than Satan and will be able to find a flaw in the contractual agreement. Others may do so without looking to the future at all. Some may do so in the belief that Hell cannot be as bad as it is said to be. Satan is a master of deception and flattery and will encourage any and all such tendencies. Whether these contracts are entered into with Satan or with one of Satan's other followers is open to debate.

While few Christians worship Satan, Christians have often believed that many people worship Satan. Some Christians believe that all non-Christian gods are Satan in disguise. To these Christians, all worshippers of those gods are Satanists. In times of chaos and uncertainty, some Christians and their political leaders have manufactured Satanists to further their political ambitions or to fill their coffers with the seized assets of accused Satanists. In Christianity, Satan is the enemy, and when humans do not have a visible enemy they will often create one.

Christian legend has it that at the end of the world, Satan will return to Earth with all his legions, including the damned, to do war with Jehovah and his legions of angels, led by Jesus. The return of Satan (and thus the return of Jesus) will be marked by incredible signs and portents. However, before the true end of the world, Satan will tempt humans to prophesize about ends of the world that never happen.

Satan is associated with the planet Venus, the incredibly bright "star" that never rises above the Earth for long without falling. Satan is also a "gamer", and is rumored to roll dice, or play chess, or otherwise challenge Jehovah for the souls of mortals.

Prophets of Satan are in somewhat the same boat as normal worshippers: they have, for some reason, come to believe that Satan will treat them well in the afterlife, or their pride in their own evil is so great that they believe their sins to be unforgivable. Prophets of Satan must be masters of deception.

# Yahweh

<b>Names:</b>	Yahweh, Jehovah
<b>Sobriquets:</b>	The One True God, The Father
<b>Symbols:</b>	Water, Bread
<b>Status:</b>	Ruler (God)
<b>Worshippers:</b>	Anyone
<b>Moral Codes:</b>	Ordered or Good
<b>Prophets:</b>	Ordered Good, Ordered, Chaotic Good, Good
<b>Spirits:</b>	Prophet, War, Fire, Earth, Weather

Jehovah is the original god of the Christians. He created the world in seven days. On the seventh day, he rested, and for this reason one day out of the week is considered sacred, reserved for worship. Traditionally, this day is Sunday, although the actual day of rest is recognized as Saturday. In the early days of Christianity, Christianity was another (and somewhat heretical) sect of Judaism. Judaic temples were in use by mainstream Jews, so Christians used them on the following day.

Many of Jehovah's names revolve around the letters "JHVH" or "JHWH". The name was originally written with only consonants, and later belief held that anyone pronouncing the name of God would be destroyed. The name could just as well have been "Yahu Wahu" (to quote Larry Gonick). As often as not, however, Christians call him simply "God".

# Elves

When the first Elves came to mortal lands from the golden forest of Arlindor they were the sons and daughters of Tirtalien and Alveron. Arlindor begat the gods, who in turn begat the Elves, who taught every leaf to sing, every gem to shine. The Alvirel, the council of the Elven gods, guide their children through the oracles of leaf, river, sky, and star.

In the beginning the Elves walked in darkness. Within the darkness Tirtalien lit silver candles in the sky, one by one, until the Elves could see the dormant forests and empty lands of the world.

Alveron crafted a great ball of gold, and from Tirtalien's lights he lit the ball aflame and set it in motion across the sky. The golden light from Alveron's craft warmed the forests and woke the creatures of forest, water, and sky.

Every night, Alveron's sun drops into the ground to rejuvenate itself with the gold of the earth, and Tirtalien's lights once again light the land.

## Alveron

<b>Names:</b>	Alveron
<b>Sobriquets:</b>	The sunmaker, the craftsman, the snow-haired
<b>Symbols:</b>	Golden disk, carving knife
<b>Status:</b>	Ruler (God)
<b>Worshippers:</b>	All Elves
<b>Moral Codes:</b>	Chaotic Good or Good
<b>Prophets:</b>	Chaotic Good
<b>Spirits:</b>	Prophet, Fire, Plant, Chaos, Protection

Alveron was born of the trees of Arlindor. He is the ruler of the Elven gods, alongside his companion Tirtalien. He crafted the sun, that the plants of the Elven lands might grow lush and green, and the Elves tall and wise.

## Arador

<b>Names:</b>	Arador
<b>Sobriquets:</b>	The Open Book
<b>Symbols:</b>	Scroll, pen
<b>Status:</b>	Goddess
<b>Worshippers:</b>	Scholars, Bards, Travelers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Good, Chaotic Good
<b>Spirits:</b>	Prophet, Peace, Prophecy, Protection, Charm

Arador is the goddess of memory and learning. She is the protector of scholars, bards, and others dedicated to gathering knowledge. Many of the Rivelaelfte call her patron.

## Arlindor

<b>Names:</b>	Arlindor
<b>Sobriquets:</b>	The high forest, the forest
<b>Symbols:</b>	Pinecone, leaf
<b>Status:</b>	Elder God
<b>Worshippers:</b>	All Elves
<b>Moral Codes:</b>	Chaotic Good or Good
<b>Prophets:</b>	Chaotic Good
<b>Spirits:</b>	Prophet, Earth, Plant, Animal, Water

Arlindor, the forest of the gods, preceded all and bore Alveron and Tirtalien in its trees and rivers. Arlindor's tallest tree, Lerovian, is always visible in the sky to the Elven eye.

## Avieglie

<b>Names:</b>	Avieglie
<b>Sobriquets:</b>	The messenger, the half-Elven
<b>Symbols:</b>	feather or staff
<b>Status:</b>	God
<b>Worshippers:</b>	All Elves, Half-Elves
<b>Moral Codes:</b>	Chaotic Good or Good
<b>Prophets:</b>	Chaotic Good
<b>Spirits:</b>	Prophet, Chaos, Animal, Charm, Prophecy

Avieglie, youngest son of Alveron, is Alveron's most trusted messenger. He bears the wisdom of the Alvirel to the Elves and to all civilized races. Avieglie travels in many guises, as Elf, as child, as man, even as eagle, horse, or donkey. Avieglie assists those in quandaries, but his assistance comes in the form of riddles and tricks. Many are the fools or young Elves who have mistaken Avieglie's assistance for further troubles.

Avieglie is Alveron's son by way of the elder race of men, whom men themselves have forgotten. The Elves called the woman Tialnambe, for her golden hair and bright eyes. This greatest of human princesses possessed a strong wit and an Elvish beauty. Avieglie grew to adulthood in her court, but with the impending fall of the elder race turned to the Alvirel for aid. The stories of the great wars of the elders is a book in itself, but in the end mankind diminished, and the greatness of their beginnings faded in memory to legend, and was then forgotten except for snippets here and there in creation myths.

## Iredana

<b>Names:</b>	Iredana
<b>Sobriquets:</b>	The silent spinner
<b>Symbols:</b>	Spider, crystal prism, needle
<b>Status:</b>	Goddess
<b>Worshippers:</b>	Weavers, Healers, Seers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any Chaotic
<b>Spirits:</b>	Prophet, Healing, Death, Prophecy

Iredana, the silent spinner, in shape as a great black spider slowly drawing the web of life from living threads. Her eyes shine as a crystal rainbow, and she speaks in a voice so soft that it raises water to waves and shatters glass to fine dust. Iredana bears the thread of life and can read the coincidences that form web from strands.

## Morefien

<b>Names:</b>	Morefien
<b>Sobriquets:</b>	The Deep, Lord of the Lakes and Seas, The White Steed
<b>Symbols:</b>	Horse, Ship
<b>Status:</b>	God
<b>Worshippers:</b>	Sailors, Riders, Warriors
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any Chaotic, Any Good
<b>Spirits:</b>	Prophet, War, Water, Prophecy

The Lord of the lakes and seas, the white steed Morefien bears the weight of the lands and all upon the lands. We are all riders upon Morefien's strong back. Morefien leads the Elves into war when war is needed. Alveron or Tirtalien often ride upon the white steed in battle.

Morefien is deadly enemy to goblins and to the giant-kin, orcs, ogres, and trolls.

## Tialnambe

<b>Names:</b>	Tialnambe
<b>Sobriquets:</b>	Golden-eyed, Avieglie's Mother
<b>Symbols:</b>	Golden eye
<b>Status:</b>	Hero
<b>Worshippers:</b>	Human wives of Elves, half-elves
<b>Moral Codes:</b>	Any Good
<b>Prophets:</b>	None
<b>Spirits:</b>	None

Tialnambe is less a hero than a memory, evoked by Elves as protection for humans they have loved. Tialnambe is long dead, but her sacrifice has earned her memory a place in the golden valley of the Alvirel. The story of Tialnambe, Alveron, and Avieglie is remembered by Elves



who pass it to human consorts and their half-elven children. Elves rarely take humans as lovers. Such a pairing almost always ends in sadness for one or the other or both.

In the times following Avieglie's return to Arlindor, three golden eyes were fashioned in her memory by Avieglie, with Alveron's aid, to protect the weakened race of man. Those who wear a golden eye of Tialnambe are watched over by Avieglie himself, according to the legends.

## Tirtalien

<b>Names:</b>	Tirtalien
<b>Sobriquets:</b>	The morning moonrise, the candle-bearer
<b>Symbols:</b>	Blue moon, lit candle
<b>Status:</b>	Ruler (Goddess)
<b>Worshippers:</b>	All Elves
<b>Moral Codes:</b>	Chaotic Good or Good
<b>Prophets:</b>	Chaotic Good
<b>Spirits:</b>	Prophet, Animal, Water, Chaos, Protection

Tirtalien, born of the rivers of Arlindor, lit the stars on the first morning after the long, dark night of Arlindor. From her candle's flames Alveron lit the sun's fires and warmed the forests. It is said that the Elves always walk in Tirtalien's light.

# Haikiutl

The world is a complex interplay between competing and cooperating stories, told and remembered across nations and across generations. For thousands of years the stories of the Haikiutl have walked the earth, illuminating the world and aiding the Haikiutl people. The prophets of the Haikiutl worship the greatest of their stories and through them gain divine power.

A person may belong to a story as much as a story belong to a person—or more so, as a brother belong to a brother. As with people, the oldest stories are the wisest, and the youngest the most nimble.

Throughout the oldest of their stories run the council of animals. All of the animals were people in the days of the stories.

Lesser stories are wealth: they may be traded for other stories or for food and clothing. Such stories travel from owner to owner as barter. Stories allow a chief or tribe to lay claim to unused land. Land claimed in such a manner will take on the name and the character of the story that purchased it. When they a person or group takes a story, they also change that story so as to tie that story to them.

Stories may be rivals, telling different versions of the same event, sometimes directly, sometimes indirectly. “Two great stories fought, and the world shook,” begins one story. “This story still walks among us,” ends others. But the existence of two or more conflicting stories does not signify contention. The Haikiutl believe that all stories have the potential of truth within them, and that history may be shared among many paths.

Night stories, such as lullabies, may not be sold and are passed from mother to daughter, father to son. They may be told only from dusk to dawn. The best night stories ensure a strong lineage.

Stories bind brother to brother, husband to wife, hunter to prey, property to owner, food to the hungry, and offspring to parent. Secret stories may grant the shaman power over spirits, rocks, plants, animals, and even men. Such stories will be heavily guarded and passed from shaman to apprentice. The most powerful oath of the Haikiutl is “We shall make a story.”

Stories can be built up, grow too large, and shatter, and new stories built from the fragments.

While stories are often contradictory, there are some common elements. Before true people came to the current world, animals acted like people. Sometimes they can still be coaxed into doing so. There are hidden, secret, and strange worlds unreachable except by trickery, magic, or killing monsters.

The stories presented here are summaries. The true stories are longer and more embellished.

## Creatures

The Xolome hold a special place in Haikiutl cosmology. This heartless race of burrowers travel between the current world and the old world beneath the surface of the earth. They seek to bring the dust and the dead up from the underworld into the waking world.

# Prophets

Prophets of the Haikiutl will choose two or three stories at any one time, resulting in them having access to three to five spirit types.

## Bear Daughter

<b>Names:</b>	Bear Mother, Bear Daughter
<b>Symbols:</b>	Woven Basket
<b>Status:</b>	God
<b>Worshippers:</b>	Hunters
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Animal, War

An unmarried woman was stolen from her tribe by Bear: While out picking berries, she steps in bear dung, and curses the bear who left it. From then on she has trouble with her basket. It continually unravels, dropping berries onto the ground. The other women grow tired of waiting for her, and leave her behind. Alone, Bear comes to her and takes her to his den.

She has a son and daughter by Bear. But eventually her five brothers come to rescue her. All but one of the brothers die in the attempt, but the fifth brother does rescue her when the woman tricks Bear into telling her how he can be killed. The brother kills Bear, and brings her and her daughter away. But they leave her son, who is a bear cub. Lamenting her lost son, on the way back she jumps into a lake and swims away as a seal.

Her brother brings his niece back to the camp, where she marries the chief's son. But she has the hunger of Bear, and her laugh is deadly. She compulsively eats everything she has killed. When her laugh kills the entire village she inhales deeply and eats all of the villagers.

Alone in the empty village, she coughs her husband back up. He is now without legs, and she hangs him in a basket on her wall. She has two sons. She bathes them constantly, with the result being that they grow rapidly to manhood. Their father warns them, from the basket, of their mother's hunger. So the sons grab their mother by her hair and shake her bones right out of her skin.

The skin becomes a dog, and the dog becomes a stalwart companion in their many further adventures.

## Beaver Man

<b>Names:</b>	Beaver Man, Raven's Death, Raven's Bones
<b>Symbols:</b>	Sea Bass
<b>Status:</b>	God
<b>Worshippers:</b>	Warriors, Hunters, Young men
<b>Moral Codes:</b>	Chaotic
<b>Prophets:</b>	Any Chaotic
<b>Spirits:</b>	Prophet, Death, Trickster

Beaver Man travels among all the tribes by canoe. Beaver fights Bear, Wolf, Sheep, and many giants and defeats them all. When he returns to his home with his friend Raven, Raven continually tricks him at gambling games, and steals whenever Beaver does not look. Raven warns Beaver that if Raven ever dies, all humans will die as well. Beaver soon grows tired of Raven's tricks, however, and tosses him in the fire. When he is burnt, Beaver tosses the bones to the wind.

But it is as Raven said. Slowly humans began to dry up, fade away, and die. So Beaver goes out to the four corners of the world and regains Raven's bones, breaks wind over them, and returns Raven to life. Beaver and Raven then go to where the river meets the ocean. Beaver takes a bass from the sea, splits it open, and men come out. Raven takes a trout from the river, and from it come women.

## Black and White Deer

<b>Names:</b>	Star Hunter, Star That Always Moves
<b>Symbols:</b>	Checkered Deer
<b>Status:</b>	God
<b>Worshippers:</b>	Hunters, Chiefs
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Sky, Prophecy

Before the world, there was Water, and there was Star That Always Moves. A voice called out to Star That Always Moves. It forecast three deer jumping out of the water. The first deer would be white; the second, black; the third, black and white.

Whichever deer were to get away would choose whether the world was always night, always day, or both night and day alternating—or no world at all. Star That Always Moves had three arrows. His first arrow killed White Deer as it leapt into the sky. His second arrow killed Black Deer as it leapt into the sky. But with his third arrow he only wounded Black And White Deer as it leapt into the sky. Star That Always Moves followed the deer into the sky, where they remain today. When Star That Always Moves only wounded the black and white deer, the voice rose above the waters as the sun.

Star That Always Moves continues to chase his last arrow and the black and white deer. Every year he gets closer. When he is finally able to retrieve his arrow he will kill black and white deer,

and this world will come to an end. When that happens, the moon, stars, sun, animals, plants, and rocks and mountains will become alive again as in the ancient times.

## Blood Ogre

<b>Names:</b>	Blood Ogre, Winter Dance, Rainbow House
<b>Symbols:</b>	Mosquito, Cedar Stick
<b>Status:</b>	God
<b>Worshippers:</b>	Farmers, Fathers, Brothers, Lawmakers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any Ordered
<b>Spirits:</b>	Order, Weather

The chief's daughter disappeared while picking berries. Her three brothers went in search of her, traveling deep into the mountains to the rainbow's eastern leg, which was rainbow-colored smoke coming from a cave. The cave was blocked with thorns, which the brothers chopped through, though one of them cut their leg on the thorns.

Inside the cave, they found their sister rocking a little boy. The child awoke and began crying loudly and pointing at the injured brother.

"Scrape off the blood, please," said their sister.

So he scraped the blood onto a stick and handed it to the child, who greedily licked it off like stick candy.

The brothers were frightened, and told their sister they needed to step outside for a moment because of the smoke. But once outside, they fled. When they did not return, their sister cried out, "husband, there was flesh in the house and it is gone!"

Immediately a huge ogre stepped out of the cave, blowing a whistle and crying "hap! hap! hap!" and began pursuing the brothers.

The eldest brother threw down a stone, which became a mountain peak that blocked the ogre's path. When the ogre finally made it around the mountain, the brother threw down a comb, which became an impassable thicket. But the ogre tore its way through the thicket, so the eldest threw down his kelp bladder of water, which became a huge lake.

The ogre fell behind, but drank up the lake. Just as they were about to reach their father's house, the ogre had almost caught up with them again. So the eldest threw down a cedar stick, which became a great tree, and this slowed the ogre enough for them to get into the doorway and bar the door behind them.

The ogre pounded on the door, and would have broke it open, but the chief promised the ogre that, were he to return the next morning with his wife and child, that the chief would kill his sons and make of them a great meal for the ogre and his family. The ogre accepted.

When the ogre returned the next morning, the chief sat the ogre and his son next to a concealed fire pit, and the chief's sons, served on a great platter, pushed the ogres in. The ogre and its son were burned to ash. Freed from the ogre's control, their sister fanned the fire to ensure that the ogre would burn. From the ashes that flew into the air, mosquitoes buzzed about.

“You shall be cannibals forever,” said the chief’s daughter, “forever seeking blood.”

When the ogre and child had burned, the chief’s daughter found the ogre’s whistle. “Now we may have a winter dance,” she said. And they did.

## Bosom of Weasels

<b>Names:</b>	Bosom of Weasels, Bosom of Mice
<b>Symbols:</b>	weasel, mouse
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Teens
<b>Moral Codes:</b>	Order
<b>Prophets:</b>	Any Ordered
<b>Spirits:</b>	Death, Charm

After his older brother had braved many trials to gain a wife, the younger brother chooses to ignore the ancient prohibition against wedding the stars. He is lured up a great cedar tree by Squirrel. He defeats many creatures in his climb to the top of the tree, whereupon he enters Sky World. In Sky World, he is rewarded by the stars for his persistence in climbing the ancient ladder. They grant him two beautiful star wives who are also hunters: Bosom of Weasels and Bosom of Mice. “Lay only with Bosom of Weasels and you will be a great hunter,” said the star men.

The younger brother brings his wives back down the ladder and on their return to the tribe they capture many animals. His wives are great hunters, and each day after he lies with Bosom of Weasels in the night, he is the greatest hunter of the three.

After he returns home, he tires of hunting, finding no effort in it. He comes home earlier and earlier in the afternoon and begins to notice how beautiful Bosom of Mice is. Finally, he has lies with her in the afternoon. As they lay together in his lodge, he hears a great commotion under ground. Up from the ground come mice, rats, and gophers burrowing through the earth. When they burst through to the surface he is buried alive in the underground, and all manner of vermin now live in the upper world.

## Bride Killer

<b>Names:</b>	Bride Killer, Ogre Wife
<b>Symbols:</b>	Painted arrows
<b>Status:</b>	God
<b>Worshippers:</b>	Bridegrooms, Shamans
<b>Moral Codes:</b>	Good
<b>Prophets:</b>	Any Good
<b>Spirits:</b>	Trickster, Animal

Beaver desired the beautiful daughter of an ugly old ogre. The ogre did not want his daughter to marry Beaver, so he devised several dangerous quests to ensure that Beaver would not win his daughter.

When Beaver first came to the ogre, the ogre told him to “go to the Thunderbird’s nest and take feathers from Thunderbird to feather my arrows.”

But Beaver climbed the highest peak of thunder and stole away with the Thunderbird’s feathers.

When Beaver returned to the ogre with Thunderbird’s feathers, the ogre told him that next he should “go to Giant Elk, and take sinew from Giant Elk to bind the feathers to my arrows’ shafts.”

The ogre was certain that Giant Elk would crush Beaver, but Beaver enlisted the aid of the littlest of creatures and defeated Giant Elk.

When Beaver returned to the ogre with Giant Elk’s sinew, the ogre told him next to go to the Snake Forest and return with hazel branches to make the shafts for his arrows. Snake’s venom is deadly, and the ogre was certain that this, finally, would kill Beaver. But Beaver went to his brother Raven and discovered how to make an antidote to Snake’s venom. He then filled his arms with hazel branches for the shafts of the ogre’s arrows.

Finally, the ogre sent Beaver to the Lizard Garden, “where you must create the paints to decorate the arrows.” Lizard’s slashing tail could cut through bone and armor, and the ogre was certain it could cut down Beaver. But Beaver tricked Lizard into cutting all of the plants Beaver needed for his dyes, and Beaver returned to ogre with the paints for ogre’s shafts.

With these, the ogre created his arrows and refused to turn his daughter over to Beaver. The ogre threatened Beaver with his wonderful new arrows. So Beaver stole the arrows away. When he tried to take the ogre’s daughter, the ogre tried to kill him. He aimed and shot the arrows into the ogre, but the ogre’s daughter jumped in front of her father and saved his life, but died in the attempt.

Beaver took the daughter’s body back to his home and his brother, Raven. Together, Beaver and Raven went hunting in the north for caribou. They use the cooked caribou meat to draw the ogre’s daughter back to life as a human woman, whereupon she and Beaver are married.

## Dog Mother

<b>Names:</b>	Dog’s Wife, Dog Husband
<b>Symbols:</b>	Dog
<b>Status:</b>	God
<b>Worshippers:</b>	Mothers, Brothers, Chieftains
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any Chaotic
<b>Spirits:</b>	Hearth, Chaos

A woman with three brothers was visited in the night by a dog, whom she secretly married. Her dog husband would not hunt of its own, and needed to be fed by the woman. She hunted meat herself to provide her dog husband with food.

Her brothers followed her to discover what she was doing with all of the meat she was taking. When they discovered their sister’s secret, they killed the dog and drove her deep into the wilderness. There, in a makeshift cabin which she built for herself, she bore six pups.

These dog-children were no end of trouble. Whenever she turned her back on them, they turned into humans, but as soon as she turned back to look at them, they were once again dogs.

After much trickery she finally catches three of them in human form. The other three she chases away into the mountains. The three she has caught are two boys and one girl. She sends them off into the world to make names for themselves. One of the boys marries his sister, and from them are born the leaders of all the tribes.

The three dog-men who were chased away into the mountains become the ancestors of all xolome. There to this day they dig in the ground for the bones of their dead mother.

## First Death

<b>Names:</b>	Avikwam, Tavila's Heart, New Moon
<b>Symbols:</b>	Empty circle, frog
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Shamans, mourners
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Death, Prophet, Protection

Far in the west, earth and sky touched, resulting in the birth of all of the first creatures, including the great twins Tavila and Tamho. Tavila established the first house for people, and Frog is his daughter. Frog believes through a miscommunication, perhaps deliberate on her part, that Tavila has made an indecent overture to her, and she vows revenge. She sinks back to the center of the earth and creates a race of new creatures, hoping that they will become human before the animals can be transformed into animals. But Frog's creatures are ill-formed and become evil lizards with snaking tongues. Frog takes these creatures and attacks the first house.

Tamho brings all future shamans to the top of the mountain Avikwam as children and instructs them in shamanic dream ritual to strengthen the future race of men against Frog's lizard creatures. Afterwards, in a great battle Tavila and Tamho defeat the lizards, but Tavila sustains deadly wounds and dies. This is the first death among people.

When Tavila is cremated, Tamho calls Coyote to take Tavila's heart from the fire and eat it. Today the greatest honor a great heroes can be given is for, on their death, the shaman to cut out a piece of their shoulder and eat it at the mourning ceremony.

Tavila's ashes rose into the air to become the new moon, and Tamho leapt into the sky with Tavila's strength to become the full moon.



## Moon's Bag of Words

<b>Names:</b>	Moontalker, Bag of Words, Man in the Moon
<b>Symbols:</b>	Speaking Moon, Medicine Bag
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Storytellers, Shamans, Contract-makers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Ordered, Chaotic, Ordered Good, Chaotic Good, Good
<b>Spirits:</b>	Trickster, Prophecy

Hawk brought the people out from the sky, and guided them down to the sunset shore. When they left the sky, Hawk told them to be quiet so that they could sneak past the clouds without waking them.

But when morning came and Hawk tried to tell the people where each of the tribes would live, he discovered that the people could not speak. They could growl, and whine, and use signs and smoke, but had no skill at tongues.

Hawk realized that he had forgotten to bring them words; their words remained in a medicine bag with Moon. Hawk went to Coyote to complain.

“The people have come out of the sky and have forgotten their words,” said Hawk.

“You were responsible for bringing the bag of words from Moon,” said Coyote. “This is on your family.”

“This is true,” said Hawk. “What shall I do? I cannot go to Moon alone and grab the bag of words. The moon is cold as the night. I will freeze and it shall eat me.”

Coyote said, “I can bring the medicine bag back, but I shall need you to help me.”

Coyote told Hawk to go to Moon, and tell him that Coyote was going to steal from Moon. But tell him that I have gone to the Shaman, and have only one weakness. Coyote then went to the people and told them to wait for the rain of words in the night.

Hawk flew up to Moon, and warned Moon that Coyote would soon try to steal Moon’s treasure.

“You are my friend,” said Hawk, “and I felt I had to warn you.”

“What will he take, and when will he come?” asked Moon.

“I cannot tell you that,” said Hawk. “Coyote is my friend, too.”

“Do I not illuminate your hunts in the night?” asked Moon.

“Coyote is invulnerable,” said Hawk. “He is too strong.”

“Coyote is not invulnerable,” said Moon. “No one is invulnerable. Why do you say he is invulnerable?”

“Coyote has gone to the Shaman, who has bathed him in Salmon Lake,” said Hawk. “Coyote can be hurt by nothing but the words of the people, and the people are wordless.”

“Coyote is not invulnerable to me, then,” said Moon, “for I have the words of the people in my medicine bag.”

“You are stronger than Coyote,” said Hawk. “I thank you for calling me friend.”

When Moon caught Coyote in the sky running towards him, Moon reached into his medicine bag and hurled a barrage of words at Coyote. Coyote dodged them all, and the words rained down as fire upon the people.

The more Coyote dodged, the more words Moon threw from his medicine bag, until finally a word hit Coyote and Coyote turned tail and ran back from the sky.

“Hah!” cried the Moon. “Hawk has no reason to fear you now.”

The people gathered up the words that fell from the sky, and could speak. This is why some tribes have some words, and other tribes have other words and why some words are not yet known.

## Salmon Moon

<b>Names:</b>	Frog Sisters, Moon’s Rise, Star Husbands
<b>Symbols:</b>	Moon, Ladder, Salmon
<b>Status:</b>	God
<b>Worshippers:</b>	Night Travelers, Fishermen, Warriors
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Sky, Animal

After the animals came to Earth World, two sisters, daughters of the daughter of blind Toad, slept in the open beneath the night sky. They gazed up at the stars, then at the dark world around them, then at the stars. “I wish those bright and beautiful bodies were our husbands,” said one. Her sister agreed.

In an instant, they were drawn up to the level of the Sky World, where they married two star men. Soon one of them bore a star baby. This baby was Moon. But the sisters were homesick, and bored with their life in the sky. One day while digging roots, they accidentally punched a hole into the sky and saw the Earth Country far, far below.

The sisters began twisting cedar boughs to make a ladder. When it was finished, they climbed back to Earth World, taking Moon with them. They rejoined their tribe, and the ladder they kept and used as a swing. While they played on the swing, grandmother Toad took care of Moon for them. Old blind Toad sang for Moon, and for her grandchildren. While Toad sang, Dog Salmon came and stole Moon off, carrying him off the edge of Earth World to the Salmon World. Moon grew up among the Salmon and took a Salmon bride, who bore him many sons. The sons of Moon became the tribes of men.

In Earth World, the sisters took Moon’s cedar-bark diaper and rinsed it five times in water. From this came Moon’s Brother. Moon’s Brother sent Bluejay to fetch Moon home, but Bluejay could find Moon neither in Earth World nor in Sky World.

When Moon’s sons came of age, Moon returned to Earth World, driving the Dog Salmon as fish before him, crying “the next generation is coming and you shall be food for the people, Dog

Salmon!” Whoever Moon met, he turned people who were fighting into stones, turned people into sandpipers, ducks, and clams.

Deer heard the cries of Moon and began making spear points of bone, singing a war song against the new people. Moon turned the spears into hooves and Deer into deer. On Moon’s journey home, all the people of Earth World became the animals as we know them today. When Moon arrived at his great grandparent’s home, Toad, still blind, did not recognize her great grandchild. She drew him into her warm home and put her arms around him. Moon turned her into the toad, and the sisters became the tree frogs. Moon joined his younger brother and rose into the sky, where Moon became the Moon and his younger brother became the Sun.

Thus was Earth World lit night and day for the new people of the tribes of man.

## Sea Mother

<b>Names:</b>	Sea Mother, Dog Husband, Sedna
<b>Symbols:</b>	Animals over severed fingers, seal
<b>Status:</b>	Elder God
<b>Worshippers:</b>	Hunters, Fishermen, Wives, Shamans
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any Ordered
<b>Spirits:</b>	Animal, Water, Prophet

The great and horrible Sedna is rightly feared today. But she was not always horrible-looking, with her fish hands and single huge eye. She was once a beautiful young woman who swore she would never marry. She broke her promise after a handsome and suave hunter landed his kayak at her village. This young man promised her many things, and she liked listening to him, and she enjoyed looking upon him, for he was fair of face and figure.

After they married, he took her across the sea to his home, but there she discovered that her husband was not human. He gave her raw fish to eat. He was a bird spirit. He had fallen in love with her from afar and left his island to convince her to marry.

Sedna’s father came to her rescue and snuck her off in his boat beneath a pile of furs. The spurned husband soon discovered his wife missing, and ran to the shore, crying that his love had left him. He cried out that at least she should let her husband look upon her as she left. But Sedna’s father refused, and told Sedna to remain beneath the furs.

Sedna’s husband, screeching in despair, turned back into his bird form. The sky darkened, and the sea boiled, tossing her father’s boat like a leaf.

Now, Sedna’s father realized his danger, and became frightened for what he had done. He tore the furs from where his daughter hid and tossed her overboard, crying to her to go back to her husband who she had chosen. Sedna grasped at the boat trying to get out of the stormy seas, but her father kicked at her face to push her back into the water. Still she tried to clamber back on board, so her father took an axe and chopped her fingers, one by one, knuckle by knuckle, and each bloody bone became the creatures of the sea: seal, walrus, salmon, and whale. Finally, with no fingers left to grasp, Sedna sank into the ocean and the seas calmed.

Sedna’s father reached the shore and fell asleep. That night, the sea rose and took her father and his tent away where they drowned and were never heard from again.

Sedna remains at the bottom of the sea, and when her hair is clean of vermin, she sends her salmon and seals to us in season. When her hair is dirty and filled with vermin, the shaman must travel to the depths to comb her hair for her, for she is fingerless and cannot comb it herself.

## Straw House Beneath the Sea

<b>Names:</b>	Straw House, Nusmatta
<b>Symbols:</b>	straw, clamshell
<b>Status:</b>	Elder God
<b>Worshippers:</b>	Storytellers, Chiefs, Shamans
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Charm, Prophecy, Prophet

Stories live in the Straw House of Stories beneath the sea waiting to be told.

When the great chief decided to populate the first world, he created four carpenters of mud. These carpenters chiseled the first stories out of wood: animals, mountains, rivers, and trees, stars, moon, and rainbow. The four carpenters went out from the four corners of the Straw House and painted the bright colors of the world onto their carvings.

At the walls of Nusmatta hung animal cloaks and masks, all facing inwards. The great chief told the first stories to leave Nusmatta and to take one cloak with them as they left, which they did. The stories took canoes up from the sea, wrapping their cloaks around them, and the first world filled with stories. There were stories of mountains, and of rivers rushing to the sea, and stories of the sea as it cloaked the straw house, and stories of wolf and crow and weasel and mouse, and stories of our ancestors as well.

The masks remained behind and tell the stories of the stories to the great chief; and the masks remained behind and tell the great stories to those who bear the cloaks and who listen for words behind their own masks.

## Vacant Empty

<b>Names:</b>	Pale White, Not Being, Oblivion
<b>Symbols:</b>	White spiral, circle with a single dot, cotton
<b>Status:</b>	Elder God
<b>Worshippers:</b>	None
<b>Moral Codes:</b>	Order
<b>Prophets:</b>	Order
<b>Spirits:</b>	Order, Earth, Sky

In the first world there was only the being called Vacant Empty, which had neither desire nor perception and was not. Vacant Empty *was* the first world, and the first world was Vacant Empty. The first world died when Vacant Empty split into Vacant and Empty. Within Empty grew the cotton-like tendrils of Pale White and around Pale White the endless body of Not Being grew inward from Vacant.

Pale White felt its existence and rebelled against Not Being and against the Emptiness of the second world,. Neither Pale White nor Not Being could prevail, and from their battles came the third world of Upheaval and Falling Downward.

Upheaval and Falling Downward spiraled together and came to rest on a ledge in the world of worlds, where they became Sky and Earth of the fifth world.

At first the only being was Vacant Empty, who split into two beings: Vacant and Empty. From these two came Pale White and Not Being, which became Upheaval and Falling Downward, which became Sky and Earth. Once they were Sky and Earth they became conscious of each other and no longer changed.

Within all hearts is still Pale White and above all reality remains Not Being, in whose twin futures the world sees the oblivion and emptiness to which it shall return.

## Vine of the New World

<b>Names:</b>	Steps
<b>Symbols:</b>	Vine, Rabbit
<b>Status:</b>	God
<b>Worshippers:</b>	Travelers, Planters, Diplomats
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Prophet, Peace, Death

The tribes have come through many worlds before reaching the present world of the sun. In the first emergence, the first man came to the surface of the first level. Finding himself in light and pitying those in darkness, he asked the Sun to help him bring his people into the light. The Sun created the twin war gods, who led the people up. It has been their duty to lead the people up whenever the story is ready to begin again.

In the last world, the twin war gods sent rabbit to tell the people that their world was drying up and that they needed to crawl through the tunnel to the new world. But the rabbit told its own kind first, and forgot about the tribes. First the rabbits disappeared, and then the beaver, then the deer, and then the trees and the grass. The old world became a dry, dusty place, and people shriveled until they were thin as leaves.

Finally, the twins came down to ask the tribes what was taking them so long. By now the tunnel to the new world had dried and crumbled. So the twins threw down seeds and spit on the seeds. A vine grew up from the desert and through the crust of the sky and into the new world.

“We shall climb this vine into the new world,” said the twins.

The younger twin climbed the vine first, and the people followed. After many men and women had climbed up, but while many men and women remained, a pregnant woman began climbing. The older twin told those who remained to let her climb alone, or the vine might break. But the people were in too much of a hurry to get to the new world. Too many people climbed onto the vine, and it broke.

The people and who went up first became the tribes. The people who were stuck in the underworld became the dead, who still scratch at the ceiling of the sky beneath us.

## When Men Were Lizards

<b>Names:</b>	Webbed hand
<b>Symbols:</b>	Webbed hands, chopped tail
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Carvers, Painters
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any Chaotic
<b>Spirits:</b>	Sky, Chaos

When people lived in the underground beneath the underground, the world was dark and wet, and there was very little space between earth and sky. The people crawled like water-lizards upon webbed feet and hands, and they had horns on their heads and tails to carry things with.

After the twin war gods led them through the holes to reach the underground world, the war gods told them, “from now on you shall walk on your feet, and your hands shall be for carving and for making things.” For in the underground there was an underground sun, and the sky was far above their heads. The twins went to each person of the tribe, cut off their tails and their horns, and slit their webbed hands and feet to give them fingers and toes.

A few of the people fought the change. Even after their webbed feet were turned into hands with fingers and feet with toes, they continued to crawl and were afraid of the sun. They stayed inside their huts or their caves and never went into the light. When they had children, they taught their children to crawl as well, and told them stories of the underground beneath the underground.

Their stories worked magic upon their offspring. Many of their children, on climbing a tree or crossing a river, would suddenly change back into lizards and crawl down the holes to the lower levels of the world. Many others, though they remained humans in shape and stature, still live in this world, alone in the caves at the world’s wall, and in the caves at the great sea and under the sea.

# Kari

Hidden away in a great valley, the mysterious Kari live almost in another world.

The Kari have relatively few gods, and these gods are somewhat different from those of other pantheons. They take little part in the affairs of Coren, preferring to stay in Renton or wherever they live. The gods of the Kari do not have aspects. There is, for example, no god of fire or god of thunder. There is no god worshipped by fishermen, or by farmers. The gods of the Kari are viewed as humans with god-like powers. They have very few worshipers. The Kari, as mentioned in the section on culture, do not worship gods, except for very specific reasons.

There are even fewer prophets, of course, than worshipers. The function of prophets in Karian society is much different than in other societies. They do not try and convert others to worshipping their god, for the gods do not need or even wish worship. They do, however, like to have liaisons to the world of Coren, to help them when their machinations or desires happen to cross paths with Coren.

Exemplars are even rarer than prophets. Each deity will have no more than one exemplar, and most often have no exemplar at all. Exemplars are most likely to worship Nila, less likely, Dariveni, and most unlikely to worship anyone else.

In general, prophets worship deities for the prophet's good, not the deity's. The prophet has a purpose which he or she believes the deity can help with, and the prophet is willing to give service to the deity in exchange for this aid. This service lasts forever. After prophets are guided to Corentin by Rina, their chosen god personally comes to get them, after a random period of time. They are brought to Renton, where they serve the deity forever. In Renton, they have lost the immortality granted them in Corentin.

The deities of the Kari are said to have been spewed forth from Firtrendrel, the Destroyer Mountains. Only one deity, Aladaken, daughter of clouds, is not supposed to have been born of this mountain.

The deities listed here are those who are most worshipped for crossing, or who most often have prophets in Coren, or who most often take part in world events. They make up a major portion of the total number of deities. The Kari have very few deities. There are also some demigods and heroes included.

Most Karian prophets do *not* have the power to turn undead. Only prophets and exemplars of Kariten and Nila may choose that specialty.

## The Creation of the World

In the days before man the Telarch were upon Coren. These beings could assume any living shape they desired. The ruler of the Telarch, Narnia, was unto a god himself.

In the time of the Foren-Kari, the war of the gods, certain Telarch took the shape of man. When Narnia was killed in battle with Linariteni, the Lord of Disharmony, those Telarch not in Rentin,

the home of the gods, were severed from the whole of the Telarch. What form they then had became theirs forever.

Those who were men were fortunate. Their form was not too large to be an easy target. Nor was their form too small, and easily defeated. Nor was it too ugly, to be feared, or too beautiful, to be hunted, or too weak, or too strong, too ordered, or too chaotic. Theirs was the form that survived the ages to become the Kari today. No other form descended from the Telarch has survived so well.

All living creatures are descendants of the Telarch.

## Death and the Afterlife

Every creature has two lives. There is life in Coren, this world, and life in Corentin, the other world. Each world is composed of many levels. In Coren, there is Dreltri, the depths of fire. There is Dori-zan, the subterranean passages of the Earth. There is Iltri, the world of water, Dorigola, the land beneath the mountains, and Sentari, the world of men. Above even this is Golatri, the world upon the mountains, Aladari, the realm of clouds, and beyond all is Sentri, the hold of the stars.

Every creature is placed upon Coren at some level. It is that creature's destiny to remain at that level for the creature's entire life on Coren. Only the greatest, strongest, and wisest may rise above their allotted level on Coren.

Coren is a wondrous place. It is a world of canyons and mountains, of lush flora and myriad fauna, of deserts of sand, water, and ice, of rivers of water, air, and fire. But for all its beauty, Coren is weak.

The weakness of Coren is selatarka, death. All on Coren die eventually. The newly dead, the riarl, are guided by Rina, the goddess who watches over the riarl, across Lendarn, the final desert, to one of the many levels of Corentin. Where a creature is guided to in Corentin is determined by the creature's actions in Coren. The greater the creature's actions in Coren, the higher it is placed in Corentin.

Once Rina leaves the creature in Corentin, that creature cannot be destroyed by any, not even the gods, on that level or lower. And Corentin is a wondrous place to be. It is all that Coren is and more.

Yet there are those who seek to cross the barriers on Corentin, to even higher levels. These souls give up their invulnerability for the continued trials of mortality. It is possible to gain much and to lose much. The legends tell that Nila and Tanen crossed together all the way to Rentin, to forever battle Vedaks the Wizard in his machinations towards all of Coren and Rentin.

It is for the attempt at crossing that gods are worshipped in Coren and Corentin. Those who do not plan to cross (the majority of creatures) have no need to worship gods. But no creature has ever crossed without the aid, however indirect, of at least one of the gods in Rentin. Death on a higher level than a creature was placed is permanent. Any who die in Corentin are dead. The endless death, Solatiarn, is forever. Only the bravest and most foolish attempt crossing, and only the wisest, slyest, or strongest succeed.



## Sentar Den: The Code of the Peoples

The Sentar Den is the closest thing to a religious statement that the Karians have. This is the philosophy of the Kari stated as simply as possible.

Here, then, is the Sentar Den:

Toren ara sevina (“Fate is a many-branched tree”)

Implicit in this statement is the belief that the individual, the group, the nation, and the world can choose its own fate. Every moment has innumerable futures growing off of it, like branches from the trunk of a tree. An entity with intelligence and foresight can see some of these possibilities and choose their own future.

This statement probably also has connections with Vina Toren, the Tree of Fate, which is used by the Kari to measure the passage of time.

Vela sarlaten ara sarlaten (“Your honor belongs to you”)

Here, the word for ‘honor’ is also the word that refers to an entity’s life, and how that life is viewed by others. It refers to the person’s honor, to the way that person’s life has been lived, is being lived, and will be lived. The suffix for ‘belongs to’ encompasses the person’s life up to the present. This embodies the Karian belief that only an individual’s actions now can change that individual’s honor. By the double use of the word ‘sarlaten’—of you—emphasis is placed on the belief that only you can change your honor, for better or for worse. Only you can honor yourself, and only you can dishonor yourself.

Torveagh ara tea (“All are one”)

The ‘all’ in this statement means literally that—all. Every man, woman, and child, every plant, every rock, every star in the sky, is one with everything and everyone else. ‘One’ means one entity. ‘Ara’ means now, in the past, and forever. All those living, dead, and yet to be born are encompassed by this statement.

What an entity does to another entity is done to itself. What someone does to you is done to them. Everything that you do, everything that someone else does, affects you, and affects everybody else.

## Wasteland: The 33 levels of Solatiarn

The legends of Renton-arn, the endless wasteland, are few and vague.

According to legend, during the Foren-Kari there were 33 levels of Corentin laid waste and cut off from the rest of Corentin. Vague myths still talk of the dead of that war roaming the wasteland, ruled by Narniavalatila, the dead incarnation of Narnia. In other myths, all who die in Corentin and Rentin find themselves somewhere on the 33 levels of Renton-arn, there to pass eternity amidst desolation.

## Aladaken

<b>Names:</b>	Aladaken
<b>Sobriquets:</b>	Daughter of Clouds
<b>Symbols:</b>	A human female draped in clouds
<b>Status:</b>	Elder Goddess
<b>Worshippers:</b>	none
<b>Moral Codes:</b>	Good, Chaotic Good, None
<b>Prophets:</b>	Chaotic Good
<b>Spirits:</b>	Weather, Chaos, Order, Charm

Aladaken is unique among the gods and goddesses of the Kari not spewed forth by the Firtrendrel. She was created by the clouds of Coren, and welcomed the first gods into Coren and Renton. It was she who angered the Firtrendrel into expelling its divine burden.

When she appears on Coren, she appears as a pure white cloud, small or large. All clouds are her domain, and as a cloud she may not be harmed by any normal attacks. Aladaken is always accompanied by intelligent cloud servants. She may speak with any creature whose home is the air or clouds.

When she takes human form, she appears as a beautiful woman draped in clouds and a light blue robe. In this form her body shifts from mist to flesh and back, her robe from sky to cloth. In this form she is a warrior, wielding a magical scimitar.

Few can withstand the winds of Aladaken. In either form her winds can lift great weights and transport them for miles.

Worshippers of Aladaken, practically, do not exist. She is the least visible of the gods listed here, and there is really no reason to worship her. Prophets of Aladaken are incredibly rare. They generally have no special purpose. Unless Aladaken requires something done for her, these prophets can only gain first through fourth level spirits. The only time higher level spirits will be granted is when on a special mission for Aladaken.

## Dariveni

<b>Names:</b>	Dariveni
<b>Sobriquets:</b>	Dariveni of the Shifting Winds
<b>Symbols:</b>	A dust devil blowing a leaf in an endless circle
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Thieves, monks, bards, revolutionaries
<b>Moral Codes:</b>	Good, Chaotic Good, Ordered Good, Chaotic, Ordered
<b>Prophets:</b>	Chaotic Good, Ordered Good
<b>Spirits:</b>	Protection, Prophet, Healing, Weather

Dariveni appears as a large Djinn. He can form himself into a gigantic whirlwind able to dwarf the tallest towers. He is known for his silence of movement, and can go undetected even by magical wards. Dariveni is often accompanied by Djinn, especially his advisor and friend Moren. Together they roam the planes seeking knowledge.

Dariveni's magical knives return to him once thrown, and he can catch them with ease. He is also psychic, controlling telepathic and dimensional powers.

Worshippers of Dariveni tend to be thieves, monks, and bards. These worshippers prefer to avoid confrontation and rely rather on skill and stealth. Prophets of Dariveni seek to help the downtrodden and oppressed beneath the noses of their oppressor. They prefer not to fight, but are willing to do so. When they do, it will be on their terms and their terms only. The rare exemplars of the Kari occasionally worship Dariveni.

## Gel Fedenn

<b>Names:</b>	Gel Fedenn
<b>Sobriquets:</b>	The Messenger
<b>Symbols:</b>	A gleaming star, a crossbow
<b>Status:</b>	Hero
<b>Worshippers:</b>	Sentar Telasi
<b>Moral Codes:</b>	Ordered Good, Good, Ordered
<b>Prophets:</b>	Ordered Good
<b>Spirits:</b>	Prophet, Protection

Gel Fedenn was a leading member in the Sentar Sentasi who lost his powers in battle with a renegade order. He continued to teach for many years until Linariteni himself came to invade Coren. Gel Fedenn offered his service to Kariten in return for the ability to defeat Linariteni. Kariten returned Gel Fedenn's psychic ability and gave him the Wand of Purity (Virannos). Gel Fedenn used this artifact to return Linariteni to Renton. Gel Fedenn now serves Kariten as a messenger and warrior.

Gel Fedenn leads a band of Monks from the Sentar Sentasi, and martial artists from the Sentar Telasi. He appears in simple leather armor wielding a crossbow. His sword, Disetti, is a powerful intelligent weapon which assists him in slaying evil. Disetti can cause any it hits to go temporarily insane. It also allows Gel Fedenn to fly, see invisible creatures, hidden or lost items, and secret doors, as well as understand any written language. He was a powerful psychic, with telepathic and corporeal powers.

## Kariten

<b>Names:</b>	Kariten
<b>Sobriquets:</b>	The Gardener
<b>Symbols:</b>	Oak leaf
<b>Status:</b>	God
<b>Worshippers:</b>	Nature lovers, foresters, wild woodsmen
<b>Moral Codes:</b>	Good, Chaotic Good, Ordered Good
<b>Prophets:</b>	Chaotic Good
<b>Spirits:</b>	Prophet, Plants, Earth, Fire, Death

Kariten is the gardener. He takes care of all plants on Coren, in Corentin, and in Renton. He is aided in each place by Dryads, Pixies, and Sprites. The Dryads of Corentin and Renton are

Ordered Good, and the Pixies and Sprites of Corentin and Renton are Chaotic Good. Kariten is always accompanied by hundreds of pixies and sprites.

Kariten may speak with all plants and animals, and all creatures of forests and gardens. His anger can cause any natural plants to wither and die. His favor can cause them to grow to immense sizes. He may command any normal plants, as well as any intelligent plants of a Good moral code.

Kariten appears as a monk wielding a staff. His staff can transform itself into any natural plant upon command.

Worshippers of Kariten are those who wish to expand nature or to be with nature as often as possible. Prophets of Kariten promote forest and plant life, opposing any attempts by civilization to push these back.

## Linariteni

<b>Names:</b>	Linariteni
<b>Sobriquets:</b>	Lord of Disharmony, Master of Destruction
<b>Symbols:</b>	First crushing a disc
<b>Status:</b>	God
<b>Worshippers:</b>	Arsonists, Artists, Vandals
<b>Moral Codes:</b>	Chaotic Evil, Evil, Chaotic
<b>Prophets:</b>	Chaotic Evil
<b>Spirits:</b>	Prophet, Fire, Earth, Chaos, Death

Linariteni exists for destruction. He can destroy any inanimate object within sight merely by willing its destruction. His magical mace destroys everything it touches.

Worshippers of Linariteni are those who worship destruction and chaos. Prophets of Linariteni are those who seek to destroy, and to cause chaos upon Coren.

## Narniavalatila

<b>Names:</b>	Narniavalatila, Narnia
<b>Sobriquets:</b>	Central One of Nothing, The Eye
<b>Symbols:</b>	An empty circle
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Artists, Nihilists, Philosophers
<b>Moral Codes:</b>	Chaotic, Ordered
<b>Prophets:</b>	None
<b>Spirits:</b>	None

Narniavalatila has no shape of its own, and may take any form. Narniavalatila may transport itself physically or mentally to any place within Renton-Arn, the Wasteland. He is dead and must remain there forever. The wasteland is cloaked with despair, and all who enter will fall into despair.

Worshippers of Narniavalatila believe that everything ends in permanent death. Eventually all will die, and even those in Corentin will be tricked into dying. They have fallen into true despair. Prophets of Narniavalatila have no spirits. They seek to prepare themselves for the ultimate doom that must surely face them.

## Nila

<b>Names:</b>	Nila
<b>Sobriquets:</b>	Protector, First Psychic
<b>Symbols:</b>	Round metal shield with open eye
<b>Status:</b>	Demigoddess
<b>Worshippers:</b>	Psychics, Sentar Rasi, Sentar Sentasi
<b>Moral Codes:</b>	Any Good, Ordered
<b>Prophets:</b>	Any Good
<b>Spirits:</b>	Sun, Protection, Healing, Prophet

Nila was the first Monk of the Sentar Sentasi, trained by Tanen to develop her mind in the same way that martial artists develop the body. Together with Tanen she overthrew Vedaks the dictator.

Nila appears as a chain-mailed warrior with a bastard sword, a bandolier of daggers, and a longbow across her back. Her magical bastard sword is especially baneful to sorcerors and other magic using creatures. Nila carries a magical rope that is under her full control, and can range from twenty to a hundred yards long. Nila has control over the psychokinetic and corporeal psychic powers. She has a special rope of climbing. It is 60 feet long, but can enlarge itself to 300 feet.

Worshippers of Nila are those who protect others and need help desperately. Monks also occasionally worship her. She is probably the most worshipped by those attempting to cross. Prophets of Nila wish to protect others, often some subset of the Kari population. Exemplars of the Kari are most often worshippers of Nila.

## Rina

<b>Names:</b>	Rina
<b>Sobriquets:</b>	Watcher of the Desert
<b>Symbols:</b>	Wooden staff held by cloaked figure, surrounded by a swirl of sand
<b>Status:</b>	God
<b>Worshippers:</b>	Killers and Healers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any Evil or any Good
<b>Spirits:</b>	Healing or Death, Protection, Plant, Animal, Prophet

Rina is the goddess who guides the dead to their rightful place in Corentin. Her nature is such that anything or anyone that has died cannot attack her. This would even include a god.

Rina's gaze can cause blindness. Her walking staff is the artifact Rasaran, a magical staff that speaks and understands any language. Rasaran paralyzes anything Rina hits with it. If she waves it, it can either sleep many creatures or create a blinding sandstorm. If any other than Rina attempts to use the latter powers of Rasaran, they are permanently (but normally) blind. Other gods are usually unwilling to grant their prophets spirits of healing for the purpose of overcoming this blindness.

Worshippers of Rina are extremely rare, and there is no real reason why someone would worship her. Prophets of Rina are just as rare. Prophets of Rina are those who wish to kill, and those who wish to preserve life. This is not merely a predilection to kill or a general helping. The wish to kill is the Prophet's one lone desire. The wish to preserve life is the Prophet's one lone desire. All else is put aside in pursuit of this desire.

## Tanen

<b>Names:</b>	Tanen
<b>Sobriquets:</b>	Rebel, Teacher
<b>Symbols:</b>	Arms crossed at wrist in fighting position
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Warriors, Officers, Rebels, Sentar Telasi, Sentar Sentasi
<b>Moral Codes:</b>	Any Good, Ordered
<b>Prophets:</b>	Any Good
<b>Spirits:</b>	Prophecy, Peace, Prophet, War

Tanen was the rebel who, along with Nila, overthrew Vedaks. Tanen convinced Nila, then a warrior of the Sentar Rasi, to undertake the path of light and found the Sentar Sentasi. Tanen was then a leader in the Sentar Telasi. Tanen and Nila continue to work alongside each other.

Tanen appears as an unarmed man or as a man armed only with a small stick and a crossbow.

Worshippers of Tanen include those rebelling against tyranny, leaders of men, and teachers. Prophets of Tanen are often those leading fighting orders, or serving as tacticians for other leaders.

# Vedaks

<b>Names:</b>	Vedaks, Medoxx
<b>Sobriquets:</b>	Dictator
<b>Symbols:</b>	Iron fist holding a lightning strike, or the Latin letter “M”
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Sorcerors, Dictators, Tyrants, Power-hungry
<b>Moral Codes:</b>	Evil, Ordered Evil, Ordered
<b>Prophets:</b>	Ordered Evil
<b>Spirits:</b>	Charm, War, Death, Prophet

Vedaks appears as a dark-robed sorcerer with an iron left hand and a wrought-iron staff in his right. He can understand any language, read any spell, and is permanently protected from Good. An invisible servant accompanies him wherever he travels.

Vedaks’s left hand is the Left Hand of Iron. This replaced his fleshly left hand, which he lost in battle with the demigoddess Nila. An attack by the hand causes a stunning shock to his opponents. Vedaks’s daggers rarely miss, and always return once thrown. His crystal ball can view any place in Coren and all normal planes.

Vedaks’s staff lets him cast many spells at the same time, and his magical wand of lightning shoots devastating bolts of lightning. As a god of magic, he has access to many magic items to assist him and his followers.

Worshippers of Vedaks are those who want to be dictators. Prophets of Vedaks work to put these worshipers into power, or work to gain power themselves.

# Polynesia

While the cultures of Hawaii, New Zealand, Easter Island, and the other Polynesian islands between span a geographic space of 4,000 miles, there are many similarities in their mythologies.

The priests of the Maori are called “Tohunga”; their methods of calling forth spirits “karakia”, and the tales of their history and religion, “korero”.

The head is the source of many taboos; in some Polynesian cultures no person could step over the head of another. Cutting hair might require special amends or ritual cleansing. Even passing a hand over the head of a king could result in execution.

Rituals are extremely important. Burial rituals placate the “hostile dead”, which include even those who were loved when alive. Maui was condemned to eventually die for his father’s failure to correctly observe a benediction ritual.

Tiki, images of the gods, are kept for worship and protection (the same thing, often), and made of stone or wood.

The world began when the formless space Atea divided into male and female (some say Tangaroa caused the division): heaven and earth. Rangi (heaven) and Papa (earth) became the parents of all the gods. They stayed together after bearing their children, who had to tear the two elder gods apart to make room for themselves and for humans. The lands that the Maori live on were once one land, but were broken into pieces during this primeval war. Waters filled the spaces between when the god Tawaki, enraged by human evil, broke heaven’s crystal by stomping on it, and the waters of the upper world poured down to the earth.

Night is the time of the gods, day is the time of man.

## Hine-Nui-Te-Po

<b>Names:</b>	Hine-Nui-Te-Po
<b>Sobriquets:</b>	Great Lady of the Night, Dawn Maiden, Watchwoman
<b>Symbols:</b>	Sand, two faces, moon
<b>Status:</b>	Goddess
<b>Worshippers:</b>	mourners, priests, travelers
<b>Moral Codes:</b>	Order
<b>Prophets:</b>	Order, Ordered Good, Ordered Evil
<b>Spirits:</b>	Prophet, Death, Weather, Healing

Hine was created by Tane out of sand and clay, and then taken by him as wife. When Hine learned that her husband was also her father, she fled in shame to the underworld and became the ruler there, where she acts to entice the living to her kingdom. Only after Hine fled to the underworld did death enter the world.



Hine has two faces, in the front and in the back. She is also considered the person in the moon: when the moon is bright, you can see the bark-cloth (tapa) which she makes while on the moon. As the watcher on the moon, Hine is the patroness of travelers, following them to assure their safety.

Hine protects the dead from Whiro.

Hine's hair is like seaweed, her eyes red fire, her mouth like a barracuda's with sharp teeth, and a human body.

## Maui

<b>Names:</b>	Maui, Tikitiki
<b>Sobriquets:</b>	Tiki,
<b>Symbols:</b>	Fish hook, Cat's Cradle, Phallus, Jaw-bone
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Fishermen, Thieves,
<b>Moral Codes:</b>	All
<b>Prophets:</b>	Chaotic Good, Fishing
<b>Spirits:</b>	Prophet, Prophecy, Fire, Sea

Maui is the Polynesian trickster god and culture hero. He acquired the secret of fire from Mahuika, the mud-hen at the far edge of the seas who guarded it (and who was also his ancestress). He tried to steal the secret of immortality for mankind as well, by sneaking up the death goddess's vagina. A bird laughed at the sight and gave him away. (In some stories, he was then crushed between the goddess's thighs, and some others say that even so, he can return to life after death because he is part man, part god.)

Some credit him with drawing land from the sea while fishing; his brothers cut the land up as they would cut up fish, leaving the islands behind. Some also credit him with lifting the sky to give men more room to walk around—before this, everyone had to crawl.

In the beginning of time, the days were too short; his mother didn't have enough time to get her work done, so Maui lassoed the sun with a rope of coconut and slowed it down, lengthening the day.

He invented the fish trap and the cat's cradle. He created the domestic dog when his brother-in-law Irawaru refused to share the day's fishing catch: Maui changed his brother-in-law into a dog to punish him for his selfishness.

His wife is Hina, originally the wife of the "monster eel" Te Tuna. Hina fled Te Tuna in search of a new lover. Nobody dared take her and face Te Tuna's wrath until Maui's mother sent Maui. In a great storm that covered the world, Maui confronted Te Tuna and with his enormous phallus clubbed down the eel god's cronies and defeated him. Hina (who is also his sister) bore Maui four sons, all fishermen.

He also uses the magical jaw-bone of Muri-Ranga, his divine ancestress, in battle. Some say that rather than the coconut rope, he used the jaw-bone to club the sun into submission so that it moved more slowly across the sky. Maui starved his grandmother to obtain her jawbone.

Maui was born of a human mother, and he was born early, half dead, whereupon his mother threw him into the ocean thinking him a miscarriage. The baby was saved by the Sun, his true father, who kept him to adolescence, whereupon he returned to earth, sought out his mother, and lived with his human family. His father, enjoying Maui's many adventures on earth, attempted to give his son a divine blessing but committed a ritual error. Because of this, Maui is destined to death through the betrayal of the gods.

Maui eats his food raw.

## Rangi

<b>Names:</b>	Rangi, Atea
<b>Sobriquets:</b>	Sky, Great Expanse of Sky
<b>Symbols:</b>	Star, Cloud
<b>Status:</b>	Elder God
<b>Worshippers:</b>	Farmers, Scholars, Sailors
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Prophet, Weather, Fire

Rangi is the god of heaven and sky, and the father of all the gods. In the beginning, all life was born of the embrace of Rangi and Papa. Rangi lived close to Papa, which meant that all humans had to crawl or walk crouched to avoid hitting the sky. After the rest of the gods discussed the problem, Tane moved the sky much higher, allowing mankind to walk upright.

## Papa

<b>Names:</b>	Papa, Atea
<b>Sobriquets:</b>	
<b>Symbols:</b>	
<b>Status:</b>	Elder God
<b>Worshippers:</b>	Farmers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	
<b>Spirits:</b>	Prophet, Plants, Healing, Death

Papa is the earth goddess and mother of all the gods. She and Papa were once the genderless void Atea. Atea split into Papa and Rangi, female, and male, earth and sky, who became the parents of all the gods. Joined together in an eager embrace, Papa and Rangi left little room for their children or for mankind. When Tane broke the two gods apart, he sent Rangi far away, but kept Papa close. Now Rangi cries for his wife with the rain, and Papa sighs the mists into the air in longing for her husband.

## Rongo

<b>Names:</b>	Rongo, Ro’o, Lono
<b>Sobriquets:</b>	The sounding one, sound
<b>Symbols:</b>	rainbow, Triton’s horn
<b>Status:</b>	God
<b>Worshippers:</b>	musicians, farmers, sex workers
<b>Moral Codes:</b>	Chaotic, Chaotic Good
<b>Prophets:</b>	Chaotic, Chaotic Good
<b>Spirits:</b>	Prophet, Peace, Animal, Weather, Plant

Rongo is the god of rain, agriculture, fertility, partying, and peace. He abhors blood sacrifice. He appears in the world as the rainbow. Rongo enjoys festiveness and song, and blows the triton’s horn (a form of spiral-shelled conch). Rongo was the favorite of Papa, the mother of the gods. While the other gods fought over how to separate Papa and Rangi, Rongo hid from the dissension inside Papa.

## Tane

<b>Names:</b>	Tane-mahuta, Kane
<b>Sobriquets:</b>	The chirper, the artisan
<b>Symbols:</b>	Sunset, Snake
<b>Status:</b>	God
<b>Worshippers:</b>	Foresters, fishermen, craftsmen, woodworkers
<b>Moral Codes:</b>	Good, Chaotic Good, Ordered Good
<b>Prophets:</b>	Ordered Good
<b>Spirits:</b>	Prophet, Animal, Plant, Protection, Prophecy

Tane supplied mankind with canoes, spears, fish-hooks, and nets, that they might capture and kill the offspring of Tangaroa. He is the god of forests, birds, light, “and all that is beautiful,” and is the patron of craftsmen. He created the first woman, Hine, out of sand and clay. When he separated earth and sky by means of a pillar, light entered the world.

He is the embodiment of man against nature. Tane is known for supporting the peaceful separation of earth and sky (Papa and Rangi) when Tu called for the death of the parent Gods in order to make room, and Tawhiri called for neither death nor separation. Tane’s plan eventually won out when Tane took it on himself to separate the two elder gods, but afterwards battle raged between the gods.

“Tane’s way” is westward. His enemy among the gods is Whiro. In his search for a wife, he fathered the streams, rocks, snakes, and grass of the islands. His final wife, Hine, left him when she discovered that he made her, and was thus also her father.

In Hawaii, Kane, along with Ku and Lono, created light by shattering the primordial chaos, and created the heavens with the earth as a footstool. Man was created from red earth and spit in the likeness of Kane. Kane destroyed the first world in fire due to the evilness of its people.

## Tangaroa

<b>Names:</b>	Tangaroa, Tangaloa, Tana'oa, Ta'aroa, Kanaloa, Tangaroa-Upao-Vahu
<b>Sobriquets:</b>	Father of Fishes, Moonfather
<b>Symbols:</b>	bird, mussel-shell, eel
<b>Status:</b>	God
<b>Worshippers:</b>	Fishermen, sailors, carpenters, housebuilders
<b>Moral Codes:</b>	Any Chaotic
<b>Prophets:</b>	Chaotic
<b>Spirits:</b>	Water, Animals, Prophet, Weather, Chaos

Tangaroa is the sea-god, the god of wind, fishing, and the night. In Tahiti this makes him the creator of all things. He created Atea and then divided Atea into Rangi and Papa. Others give this latter feat to his enemy, Tane, and say that this precipitated Tangaroa's flight to the sea. There, Tangaroa is merely the oldest of Rangi and Papa's children.

His messenger is the bird Tuli. He is the father of fishes and reptiles. His enemy is Tane; Tangaroa's waters eat Tane's canoes, and Tane's hooks capture Tangaroa's children.

Tangaroa is credited with creating the moon, his half of the child that he and Vatea both claimed were theirs. The mother, Papa, cut the child in half and gave half to each god. While Vatea threw his into the sky immediately, where it became the sun, Tangaroa kept his until it began to decompose. When he finally threw his into the sky, it was pitted and pale, and become the moon.

In Hawaii Kanaloa comes in the guise of a huge Kraken. As the sea, he takes pleasure in sinking canoes, in revenge for men taking fish, his offspring.

He lives in a dark mussel-shell.

## Tawhiri

<b>Names:</b>	Tawhiri
<b>Sobriquets:</b>	The Tempest
<b>Symbols:</b>	Closed Clamshell
<b>Status:</b>	God
<b>Worshippers:</b>	Sailors
<b>Moral Codes:</b>	Ordered, Ordered Evil
<b>Prophets:</b>	Ordered Evil
<b>Spirits:</b>	Water, Prophet, Animal, Weather, Death

Tawhiri is the god of winds and tempests. Alone among the gods, he did not want to separate sky and earth to make room for living things to grow. When Tane separated sky and earth (who were the gods' father and mother), Tawhiri went to his father and sent an army of winds to attack his brothers. Tu alone was able to hold out against Tawhiri's armies. All other gods fled.

In Tawhiri and Tu is the struggle between too much order and too much chaos.

## Tu

<b>Names:</b>	Tu, Ku
<b>Sobriquets:</b>	Ku with the maggoty mouth, he who stands, angry face, narrow face, man-eater
<b>Symbols:</b>	breadfruit
<b>Status:</b>	God
<b>Worshippers:</b>	Warriors, Sorcerors
<b>Moral Codes:</b>	Chaotic, Chaotic Evil
<b>Prophets:</b>	Chaotic Evil
<b>Spirits:</b>	Prophet, Plant, War, Death

Tu is the war-god. Hawaiians sacrificed humans to Ku. Tu is also invoked to “make breadfruit trees flourish.” Tu is forever at war with Tawhiri.

Tu stood alone against the winds of Tawhiri, but later lost in battle to Tane. Tu had wanted to separate sky and earth by killing each—and sky was Rangi, father, while earth was Papa, mother. Tane opposed this. When Tane’s way won, Tu took revenge on all his brothers, snaring the birds of Tane’s forests, netting the fish of Tangaroa’s sea, and pulling up Rongo’s crops. To support his battle, Tu learned many secret spells with which to do battle.

## Whiro

<b>Names:</b>	Whiro
<b>Sobriquets:</b>	Lizard-King
<b>Symbols:</b>	lizard
<b>Status:</b>	God
<b>Worshippers:</b>	Healers, revenge-seekers
<b>Moral Codes:</b>	Evil, Ordered Evil, Chaotic Evil
<b>Prophets:</b>	Evil
<b>Spirits:</b>	Death, War, Prophet, Charm, Healing

Whiro is the god of darkness, evil, and death. He controls the spirits of illness and sends them against the living. He may not send them against the dead, for they are protected by Hine. His adversary is the god of light, Tane.

# Yoruba

The gods of the Yoruba (called “orishas”) live in Orundu-nla, the sky. The first city of the Yoruba was Ife, founded by Obatala, but it now lies under water.

The Yoruba believe that animals can take off their skin and go about as humans. Monkeys are said to be “wise in many things” and have great powers. They can even send an abiku by becoming one.

The numbers 7 and 16 are omens of importance. Twins are also ominous: one who abuses or neglects a twin will be struck with disease or poverty; one who treats twins well will receive good fortune. If twins are pleased with life, good fortune comes to their parents. Twins are protected by the orisha Ibeji. Neither twins nor their families may eat the flesh of monkeys.

## Eshu

<b>Names:</b>	Eshu, Elegbara, Elegba Eshu, Eshu Lono, Legba
<b>Sobriquets:</b>	The Hot Fire, Eshu on the Road, Messenger
<b>Symbols:</b>	Crossroads, Dog
<b>Status:</b>	God
<b>Worshippers:</b>	Musicians, Teachers, Translators, Dog trainers, Sorcerors
<b>Moral Codes:</b>	All
<b>Prophets:</b>	Ordered Good, Chaotic Good, Wisdom 13, Intelligence 12, Etiquette, Teaching, Language
<b>Spirits:</b>	Prophet, Protection, Fire, Weather, Prophecy

Eshu is the orisha of chance, accidents, and unpredictability. When the future is uncertain, Eshu is mixed up in it somewhere. Eshu tries to turn Orunmila’s divinations aside, so that events take an unintended course. Eshu maintains good relations with Orunmila, however, and Orunmila has saved Eshu’s life. Iku, Death, the only being who does not fear Eshu’s unpredictability, challenged Eshu. While the battle was great, Eshu could not touch death and so was defeated. As Iku rose Eshu’s own club over the fallen orisha to strike, Orunmila took it, saving his friend from destruction.

Eshu is worshipped by teachers and is a master of languages. He is also the orisha of respect, and Ordered Good Exemplars of the Yoruba work through Eshu’s power.

He is worshipped at gateways and entrances, at crossroads, and at places where accidents occur. He is the messenger between gods and humans.

Priests of Eshu are often well known as translators and teachers. Eshu uses dogs as messengers, and prophets of Eshu will show more respect to dogs than other members of the community might.

As an example of the kinds of tricks Eshu would try on both humans and orishas, once Orunmila decided to visit the town Owo. He consulted the divining nuts. The palm nuts said he could not know what would happen, so he tried again. Again, “even you cannot know”. Orunmila was in a hurry, so he left. He met Eshu on the road four times going the other way, once each day of travel. The fourth time, Eshu had taken some kola fruit from a treet and put them on the ground, where Orunmila saw them and ate them.

The farmer whose fruit they were appeared, bush knife in hand, and accused Orunmila of stealing. In the ensuing struggle, Orunmila’s palm was cut. Eshu went into Owo and cut the palm of every man in the city, even the farmer and the Oba, or judge, of Owo. Eshu then told Orunmila that everything would be fine in Owo.

Once in Owo, the farmer accused Orunmila of stealing. Eshu spoke in his favor and asked for proof. The farmer told of the fight and the scratch. Eshu called for Orunmila and all in the court to open their hands. All did, and all had the scratch. The Oba said “stranger shall be indemnified for false accusation”, and Orunmila was given gifts of every kind.

Another time, Oya, Oshun, and Yemoja, Shango’s three wives, were at market. Eshu, who was bringing a goat to market, saw that all was peaceful among them. He told them that he had to meet Orunmila and he gave them the goat to sell, telling them to sell it for twenty cowries. If they did so, they would receive ten cowries and he would receive the other ten. They sold the goat, and discovered that they could not divide the ten cowries evenly among the three of them. They called friends over to find a way to divide it evenly, and argued and argued. They received much advice, none of which they accepted.

Finally, Eshu returned and took his ten cowries. They asked him to divide their ten cowries. He gave each of them three cowries and put the remaining cowrie in the ground and buried it. “In the sky it was always done this way. Whenever someone receives something good he should remember the dead... This is the way it was done in the sky, and so it must be done on Earth.”

## Iku

<b>Names:</b>	Iku
<b>Sobriquets:</b>	Death, Debt-Keeper
<b>Symbols:</b>	Coin, Gourd
<b>Status:</b>	God
<b>Worshippers:</b>	Sick, Dying, Warriors
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	None
<b>Spirits:</b>	Order, Death, Prophet, War, Prophecy

Iku is not so much a god as a force, death. He is the only being who can withstand Eshu’s unpredictability: all beings eventually die. Iku is responsible for taking those who should be dead from the earth.

When Iku and Eshu fought, only Orunmila’s assistance saved Eshu. Iku is not generally worshipped, and has no prophets. Oya is the one called on to intercede with death on behalf of the worshippers.

## Obatala

<b>Names:</b>	Obatala
<b>Sobriquets:</b>	King of the White Cloth
<b>Symbols:</b>	White Cloth
<b>Status:</b>	God
<b>Worshippers:</b>	Architects, Politicians
<b>Moral Codes:</b>	Any except evil
<b>Prophets:</b>	Ordered, Ordered Good
<b>Spirits:</b>	Prophecy, Prophet, Order, Animal, Plant

Obatala is Olorun’s second son, and Olorun’s representative on Earth. Obatala shaped humans, and founded the first city, Ife. He lived among the humans. However, humans became jealous of his farms. They sent stones from a hill down on him, battering him to pieces, and hid the pieces all over. Eshu returned the pieces to the sky, where Olorun gave them life. Each piece became an orisha.

Orunmila taught the art of divining to Obatala. As all the orishas wish to learn Orunmila’s art of divination, Obatala has been repeatedly requested to teach the art. Only Oshun, one of Shango’s wives, has succeeded.

Obatala saved humans from destruction by flooding when Olokun wished to sink the earth.

The worshippers of Obatala do not drink palm wine. Most do not drink any wine or alcohol. When Olorun decided to place land on the waters, he sent Obatala down to place it. The first creature to grow on the newly-formed land was Agbon, the palm tree. Obatala made wine from it, drank it, became drunk, and fell asleep. Olorun was still waiting for Obatala to finish creation, and had to send other gods down to finish the job, embarrassing Obatala.

## Olokun

<b>Names:</b>	Olokun
<b>Sobriquets:</b>	Lord of the Oceans
<b>Symbols:</b>	Lizard, Water Jug, Fish
<b>Status:</b>	God
<b>Worshippers:</b>	Seafarers, Treasure hunters
<b>Moral Codes:</b>	All
<b>Prophets:</b>	Any
<b>Spirits:</b>	Prophet, Sea, Weather, Death, Protection

Olokun is the orisha of wealth and of the sea (which brings forth wealth in the form of food). He has legs like fish, and holds a lizard in each hand. He may also come in the form of a water jug. Olokun accepted human sacrifice in the elder days. Olokun once decided he wished to “sink the earth into the water”, but was prevented from doing so by Obatala.

He lives in a great palace under the sea.



## Olorun

<b>Names:</b>	Olorun, Oba-Orun, Olodumare, Orisha-Oke, Eleda, Oluwa, Orisa Nla
<b>Sobriquets:</b>	Owner of the Sky, King of the Sky, Owner of Endless Space, Creator, Lord
<b>Symbols:</b>	Cloud
<b>Status:</b>	Ruler
<b>Worshippers:</b>	Judges, Rulers
<b>Moral Codes:</b>	All
<b>Prophets:</b>	Ordered, Ordered Good, Ordered Evil, Wisdom 13, Intelligence 13
<b>Spirits:</b>	Prophet, Weather, Peace, Protection, Order

Olorun is the ruler of the sky and the earth beneath the sky. He is orisha to other orishas, and is the father of Orunmila and Obatala. He is never worshipped as ruler of the gods, but most often as Orisha-Oke (Sky God), also known as Orisa-Nla. Only in the direst of circumstances can one call on Olorun directly.

## Orunmila

<b>Names:</b>	Orunmila, Ifa
<b>Sobriquets:</b>	The Sky Knows Who Will Prosper, Diviner
<b>Symbols:</b>	Palm nuts
<b>Status:</b>	God
<b>Worshippers:</b>	Sages, Wizards
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any, Wisdom 14, Intelligence 10, Charisma 10
<b>Spirits:</b>	Prophet, Prophecy, Protection, War

Orunmila is and knows the art of divining, which is the revelation of Olorun's intentions towards mankind. Orunmila speaks to humans for Olorun. He is Olorun's eldest son.

Orunmila is known for his compassion towards humans. Orunmila is always calm, always trying to find the meanings of fate. He is also a close friend to Eshu, even though Eshu tries to turn Orunmila's meanings aside. When Orunmila became suspicious that all the other orishas wanted his divining tools—his tray and his palm nuts—he decided to see who his true friends were by faking his death. All who came to his wife claimed to have been great friends who lent money with no repayment, who were promised the tray and palm nuts in return. All except Eshu, who came with sorrow that Orunmila was gone and promised to send Orunmila's wife money that Eshu owed Orunmila. Eshu knew that the secrets of divination were in Orunmila's mind, not in the tools.

## Oshun

<b>Names:</b>	Oshun
<b>Sobriquets:</b>	Healing Love
<b>Symbols:</b>	Water, yellow scarf
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Unrequited lovers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Any
<b>Spirits:</b>	Prophet, Prophecy, Sea, Charm

Oshun was one of Shango's human wives, and very beautiful. Another of Oshun's wives was Oya, who was a very good cook but was jealous of Oshun's beauty. Oshun was desirous to improve her cooking skills and was jealous of Oya's ability. On the day of a great feast Shango asked them to put aside their rivalries. Oshun did, and asked Oya for help in cooking. Oya almost did, but jealousy overcame her. She said her secret was that she cut off her ears and put parts in all the food she made. So Oshun did this with her own ears.

The food was not good. When someone found human ears in their food, Shango demanded to know how it happened. Oya said Oshun put it there, and that the proof was that Oshun had no ears now. Shango removed Oshun's headdress and sure enough, Oshun's ears were missing. She told Shango that this was Oya's secret of cooking. Oya took off her own headdress and her ears were still there. Oshun, in tears, walked out of the feast and far away until she came to a large river. She entered the water and became a spirit of the river, an orisha.

Obatala taught Oshun the art of divination. One day while Obatala was bathing in a river, Eshu stole his clothes. Oshun promised to get them back and return them, in exchange for which Obatala would teach Oshun the art of divination. Oshun then made a deal with Eshu: she would sleep with Eshu and Eshu would give the clothes to Oshun. Oshun returned the clothes to Obatala and Obatala taught her the art of divination.

## Oya

<b>Names:</b>	Oya
<b>Sobriquets:</b>	Mother Goddess, Good Mother, Great Mother
<b>Symbols:</b>	Dancing Rod
<b>Status:</b>	Demigoddess
<b>Worshippers:</b>	Mothers, Dancers
<b>Moral Codes:</b>	Any
<b>Prophets:</b>	Ordered Evil, Chaotic, Chaotic Evil, Good
<b>Spirits:</b>	Prophet, Weather, Death, Sea

Oya is the goddess of storms and dancing. In Yoruba folkdances, the women carry rods with Oya's representations on it. She can also control the spirits of the dead. She was the wife of Shango while Shango was on earth, and the mother of Egungun. She guards cemeteries, and guides the dead to their meeting with Iku.

# Shango

<b>Names:</b>	Shango
<b>Sobriquets:</b>	My Strength Cuts Both Ways
<b>Symbols:</b>	Double-bladed axe
<b>Status:</b>	Demigod
<b>Worshippers:</b>	Warriors, Sorcerors
<b>Moral Codes:</b>	All
<b>Prophets:</b>	Any except Order alone
<b>Spirits:</b>	Prophet, War, Fire, Charm

Shango has breath of fire, and a temper to match. His axe is a thunderbolt.

Shango is known for his jealousy. When he lived among humans, his armies conquered most of the cities of the world. People talked most about his two greatest warriors, Timi and Gbonka. He grew jealous, and sent Timi to take the city Ede, expecting his warrior to die in the attempt. But Timi succeeded and Ede became an even greater city under Timi’s stewardship. So Shango sent Gbonka to get Timi, expecting at least one of them to die. But Gbonka used his medicine horn to put Timi to sleep, and brought Timi back alive. Shango used this to put shame into Timi’s heart, and Timi challenged Gbonka. Gbonka’s medicine horn turned Timi’s arrows and then put Timi to sleep again.

Shango went to Gbonka and told him, “this fight is not finished. It must be finished.” Gbonka became angry, and he said “I will fight to the death, but then I will fight with you.” Gbonka and Timi fought again, and again Gbonka put Timi to sleep. This time, Gbonka cut Timi’s head off and threw it into Shango’s lap. Shango became angry and ordered Gbonka burned. But fire would not harm him. Neither would Shango’s fire breath.

Shango and Oya left in shame, and Shango hung himself. Oya returned to get help removing Shango’s body, but when they returned, the body was not there. Thunderstones rained down: Shango was not dead. He had returned to the sky. (Oya went to Nupe, but she should not be exiled, and went into the Oya river to become a river orisha. The Oshun and the Oya river never meet.)

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