

# Codex Numinum, Mundorum et Res Animorum

# Things Spiritual

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## INTRODUCTION

There are many forces in a campaign world, some of which cannot be seen or felt physically, but never the less still have power. This describes these powers, how to interact with them and something of the nature of the beings themselves. These beings are the spirits that inhabit this world and others.

Some spirits are weak; concerned with their own survival, others can be considered gods. Of the spirits some, like elementals, are part of the natural forces that make the world. However, there is a large group of spirits that need interaction with character races. These are the spirits powered by belief in them by the inhabitants of the world and as such are shaped by them. These spirits inhabit the boundary with this and the world of the spirits, the College of Shamanism is involved with their powers. There are more distant and stranger realms within DragonQuest, these can be travelled to and explored. One, Faerie, is a mirror to this world and the college of Fay Magics deals with interactions between these two planes.

Of the gods, there are two forms of worship, those of the Pagan Gods and those of the Powers of Light. The pagan gods are powered by belief just as some spirits are, and are similarly shaped. These gods interact through their and their believer's, magic. The Powers of Light operate by faith and do not need magic; in fact they oppose magic in many ways. Their reasons for concerning themselves with the mortal world are known only to themselves

To a great extent this book deals with people's beliefs, as such this should be seen far more as a guide than rules. Much of what is found in the campaign world will depend on local cultural variations. Beliefs and practices in one area will be unknown in another.

## X. SPIRITS

The DragonQuest world is inhabited by many spirits, some of whom live entirely on this dimension (also referred to as world or plane) [101.], some live in the boundaries between the worlds [102.] and others live on other planes visiting this plane only occasionally, if at all [103.].

All of these spirits can be asked for aid, bargained with and even forced to perform actions and divulge information by those with the knowledge to interact with them. They can also be capricious, dangerous and all have their own goals, motivations and agendas

### 100. THE NATURE OF SPIRITS

Spirits are those things which give the objects of the world their free will. Without a spirit there is no independent will, even if there are signs of intelligence, such as is the case with certain golems. With a spirit it has will, even if it is forced to serve

#### [100.1] Spirits themselves are intangible and invisible by normal means

They cannot be seen or touched; as such it is difficult for it to interact in this material world as they have no physical form. Their non-corporeal nature makes them immune to physical attack. In order to interact in the Material World they need a link (see [100.4]), the greater the link the more they can interact (both a benefit and a vulnerability) with the physical.

#### [100.2] Pure spirits do not have physical attributes

Spirits do not have PS, MD, AG, or EN. They have WP, MA and PC. Their TMA is based on the average of their WP and MA not AG. Their maximum Fatigue value is based on their WP not Endurance, and the FT points are halved.

Once the spirit has been given a corporeal body it gains PS, MD, AG, and EN from the body. Its TMR and FT are calculated normally from the body's characteristics.

#### [100.3] The natural home of spirits is not this dimension, and they will fade in the material plane

Spirits in the material world without a link (see [100.4]) will fade at the rate of 1 characteristic point from each characteristic per hour (halved in a high Mana area, doubled in a poor. This loss is permanent.

The Spirit World is the natural dimension for spirits. It is full of spirits (see section [130.]) as they will not fade and do not have the limitations due to insubstantiality. As all objects in this plane are of spirit so the inhabiting spirits may interact freely with their surroundings. Some other dimensions are also compatible with the existence of spirits without restrictions. Few spirits have any interest in the material world for this reason, however some do.

#### [100.4] Spirits need some form of link to the physical in order to be effective in the material world

There must be a link of some form to enable the spirit to last any length of time in the material world. These are listed below in order of effectiveness, presence and difficulty in controlling

1. They have been summoned to this plane. Part of the fatigue cost is in establishing a link between the spirit and the material. Once they are dismissed or banished the link is severed
2. They are believed in, or powerfully remembered. They can interact most easily with those who remember, or believe in them.
3. They have a parasitic link with a natural inhabitant of this dimension. The spirit can draw in the life force of the host
4. They have an unfinished task, or have a particularly strong affinity to a place, person or object within the material world. They are tied to that area, object, person or until the completion of the task
5. They are the embodiment of a phenomenon that naturally occurs in the material
6. They are an emanation of other spirits such as the natural spirits of trees and animals
7. They are a strong spirit with connection to a dimension more suited to their nature. Such as elementals, Summonables (including Demons and devils) and deities. These powerful spirits draw part of their nature from the other dimension to this
8. They can form themselves a body using their own talents
9. They have been given a suitable container (such as an statue, or complicated device with moving parts) for their use see sections [108.11] Ritual of Sanctifying Object R-2 or Ritual of Constructing a Spirit Home (R-2) of the College of Shamanism [105.7]
10. They can share someone else's body, either with or without their consent
11. They can take over someone else's body in its entirety. This is either by themselves or with help

12. They are living inside their own body they have been born with, such as a soul inhabiting its own body. These exist entirely within the Material World. This link is very strong and difficult to disrupt

Spirits may also be granted physical powers by greater spirits that do have a link into the material world

#### [100.5] Insubstantial spirits may gain alpha points. This provides a means of interacting with the physical

The link for incorporeal spirits can provide a means for gaining alpha points. The exact method of gaining them depends on the type of spirit, although all spirits may gain a few at the discretion of the GM for successfully completing a task

Alpha points can be used to alter die rolls, 1 point can change a D100 result by one point, 3 are needed to change a D10 roll by one point. Once spent the alpha point is lost, and a new point has to be generated by or for the spirit

Spirits within substantial bodies have much more efficient means of influencing the physical than the use of alpha points

#### [100.6] Spirits may try to communicate with people on the Material world.

These are for spirits incapable of communicating any normal way. The person to be contacted must be known to the spirit in some way

1. Either directly known
2. A believer
3. Some one who lives in or near a natural feature or wood
4. Hunter, grower or carer for animal or tree spirits
5. Descendant for an ancestor spirit
6. Any shaman as their minds are naturally attuned to spirits.
7. The insane

The communication can be in the form of omens or dreams. These should not directly harm the entity contacted.

The spirit spends one alpha point per entity that can witness the omen or receive the dream. It has a cast chance of 40% + MA + Rank (if either is applicable to the spirit).

There is a 2xPC (of the witness or dreamer) + (4x Astrologer Rank) chance per entity that the omen will be recognised as such, or the dream remembered. A further PC + (4x Astrologer Rank) chance that the omen or dream will be interpreted correctly. If this roll is failed by more than 50 or a 99 to 00 rolled the interpretation is wrong.

For 3 alpha points a pulse a spirit may make ghostly sounds, including speech. For 6 a pulse the spirit may make an insubstantial ethereal body out of ectoplasm, this does provide a link as [100.4]

**[100.7] Insubstantial spirits may pass through objects except cold iron**

If the spirit is insubstantial it may pass through most objects, it may not however pass through cold iron. Corporeal spirits have the same restrictions as normal characters

**[100.8] Spirits are often magical creatures**

They have an experience multiple of 0.9 for one magical college appropriate to their nature (often College of Sorceries of the Mind, illusions or Celestial). They must achieve the minimum requirements in order to become a member of the college (or remain a member), and the restrictions in order to cast magic. The space needed to cast the magic is still needed, but may not be relevant if the spirit is insubstantial (although the spirit may be trapped as it cannot enter cold iron)

**101. PHYSICAL WORLD SPIRITS**

These spirits live entirely in this dimension. In almost all of these cases the spirit, or soul, is firmly fixed within the body

**[101.1] Most creatures the characters will encounter exist entirely on this plane**

The vast majority of humanoids, animals, fish even fantastical creatures etc. never venture out of this world

**[101.2] The spirits of greater sentients only leave this plane under special circumstances**

The spirits of greater sentients exist on this plane normally, unless as mentioned in [102.3] or by the use of special magics or items

**102. BOUNDARY SPRITS**

The boundary between the material and spirit dimensions, (or worlds or planes) (see [130.]) pervades all objects except cold iron. The spirits of the boundary exist on the boundary of the Material World and the Spirit Plane and are a part of, and accessible from both sides, without being wholly part of either. Therefore Spells Rituals and Talents can treat these spirits as members of the community naturally found on both planes.

**[102.1] Spirits of abstract ideas – Geni and totem spirits**

These are spirits empowered by a strongly held belief in a concept by greater sentients; for example, the esprit de corps of an army, the rightness (or

beauty) of glade of trees, the good fortune of a tribe or the harmony of a household. A patron of a community, particularly one as large as a city, is potentially a very powerful spirit. These spirits are not capable of independent action but will act in a way to assure their continued existence, for example binding the army together, deterring woodsmen, defending against hostile spirits, or smoothing over arguments. The power they have at their disposal is equivalent to 1 alpha point per 200 entities who believe in the esprit de corps, rightness, or harmony (etc.) per year. Alpha points may be used as [100.5]. It must again be pointed out that these spirits do not have free will and are controlled by the GM. These are protective spirits; they will show their displeasure by withdrawing protection, leaving the mortals more open to malevolent spirits.

They can be communicated with using mind and spirit communication spells, such as Telepathy (S-2 College of Sorceries of the Mind [37.]) or Spell of Conversing With Spirits (G-11 College of Shamanism [105.]). Communication will be very limited as they are not very intelligent, but an adept may be able to find out its last action or what is troubling it or even influence its actions.

The spirit may not be summoned out of an area that the spirit would not normally be found, eg away from units of the army, out of its glade or away from members of its household. They cannot be bound or controlled in anyway. These spirits do not substantiate.

They may be destroyed by ego combat (section [104.]), the Spell of Mental Attack (S-1 College of Sorceries of the Mind) or by simply not being believed in anymore. Once its WP is 0 or below the spirit no longer exists. If the spirit is destroyed it may reform in a slightly different form over the space of a year, if still believed in.

**Characteristics**

- WP 1/200 people per year believing in what the spirit represents
  - MA 1/200 people believing in what the spirit represents
  - FT 1/200 people believing in what the spirit represents
  - PC1/500 people believing in what the spirit represents
- The spirit has no other characteristics.

These spirits expend one alpha point per characteristic point every 5 years to maintain their characteristic level. This is unless they are provided with a suitable home they approve of, if so the cost is 1 point per 100 years. This home cannot be made of cold iron and must be prepared by the Ritual of Sanctifying Object (R-2 Priests of Magical Religions, section [108.11]) or Ritual of Constructing a Spirit Home (R-2) of the College of Shamanism [105.7]. The

spirit is also destroyed if the home is destroyed. If the home is lost, ie more than WP miles from believers, the spirit may not influence events beyond that distance

**Skills**

They understand the spoken language of all their believers. They are not equipped to talk, but may communicate telepathically if someone else opens up a channel to them. The spirit may also send visions and dreams to a random believer about what is troubling it. The spirit is not very intelligent, so the dreams will be limited, generally about the event that it fears or has damaged it. It is up to the recipient to interpret the dream or vision

Other spirits in this section can gain power through the beliefs of sentients. Some believe that this is how the Magical (or Pagan) Gods were created, but they tend to keep this idea to themselves for fear of being accused of heresy.

**[102.2] Spirits of the Ancestors**

Particularly strong family communities can have strong ancestor spirits. These can aid, guide and punish members of their community and combat other spirits such as ancestor spirits of opposing groups and malevolent spirits. Often the first indication that the ancestors are displeased is the withdrawal of protection with increased vulnerability to disease and ill-luck spirits. They can, if they so wish, take on the power of ghosts. They are similar to the Spirits of abstract ideas ([102.1]), except:-

They are intelligent as they were when alive and may retain a number of spells up to their current MA. They may only have a total number of ranks in all of their skills equivalent to their current WP. They may not improve skill or spell ranks.

Their alpha points and characteristics are generated at the rate of 1 point per 20 believing descendents over the space of 10 years.

They do not need a spirit home while their descendents revere their remains (either mortal or items strongly associated with them) and do not move their homes more than 50 miles per generation. Nomadic communities may not move the centre of their home range by more than 50 miles in a generation.

They may not directly communicate with non-shamanic entities, but can seek to hint to descendents by subtle omens or dreams. These will indicate the pleasure and, more commonly, their displeasure. They are concerned with their own survival, and as such will aid their descendents to survive, but in order to preserve the reverence that prolong their existence. As such they will willingly give knowledge of old traditions and techniques to their

descendants as far as they are able. They will also be aware of events and feelings in the spirit world that will affect their descendants and may wish to inform and even aid them

### [102.3] Greater Sentients

Only those sentients that are:-

1. Dreaming
2. Under the influence of hallucinogenic drugs
3. Highly fevered
4. Newly dead, before moving to the afterlife and before a funeral ritual
5. Clerics of the Powers of Light
6. Under a shamanic trance
7. Insane

In these states the entity's spirit exists on the boundary between the physical and the spirit world. Their spirits therefore exist in and are accessible from both the physical and spirit worlds.

### [102.4] Spirits of natural features

These are elementals bound permanently to this plane, and as such they cannot be summoned to an area outside their feature, banished to another plane nor can they leave the feature. Other than that they are normal elementals.

An air elemental will be the spirit of a wind eg the mistral in France would be an elemental. An earth elemental would be the spirit of a mountain. A water elemental would be the spirit of a river (or even spring) or sea, and a fire elemental would be the spirit of a volcano.

The power of the elemental proportional to the size of the feature; for example, a Major river will have characteristics 2-3 times maximum of the range in [73.], an average spring ½ to ¼ the minimum.

All these elementals have names, their common and true names being that of the feature they represent. These spirits do have free wills and can be bargained with.

A summon elemental ritual on a feature, or within 50 hexes of it will automatically summon this elemental, unless the elemental is specifically excluded by mentioning its name (not necessarily true name), during the ritual.

If the elemental is bound elsewhere will another be summoned in its stead. If the summoner does not have enough ranks to summon the elemental the ritual automatically fails.

### [102.5] Spirits of Trees

These are the spirits of a forest, a wood or even a grove of trees. A grove is a stand of trees no less than 100 hexes in size. A wood or a forest will have minor tree sprits controlling smaller areas of approximately grove size.

They control the trees within their area, and can make them attack, such

as moving branches and even dropping parts of its trees, such as nuts or even old and rotten branches. They are aware of anything happening within their forest, wood or grove, although being tree-like they are slow to respond. Someone walking at TMR of 5 through a feature will be able to get to the other side without the spirit being able to respond. However, the spirits can communicate so word of happenings in one spirits domain will reach other spirits in the wood in enough time for them to prepare.

They make their homes within an old and hoary tree within their feature. Only a detect aura will be able to distinguish a tree with a spirit from one without a spirit. If the home tree is directly attacked the tree can respond immediately. If this tree is cut down the spirit will find a new tree within the feature, but will not forget its treatment

The spirit is fixed in the tree so cannot be summoned, but it can be visited. A Ranger familiar with the area will on a successful [2xPC] + [4xRank] roll know where such a home tree might be. Once at the tree the spirit can be communicated with as detailed in [100.6] or by magic, such as the abilities in the College of Shamanism [105.] or Sorceries of the Mind

Once the all the trees are cut down, including its home, the spirit dissipates. If only the home tree is left the spirit will live on until that tree dies

Their priority is survival and they take a dislike to those who are destructive of trees and the nature within the wood. They accept that some damage is inevitable and will accept some cutting down of trees, but the logging must be limited to needs. Any who are greedy or offend will find their path blocked, or be attacked, game will be driven from them and fruit will spoil as he approaches. He will find life in the wood difficult, so may all of the same race as the trees are not good at recognising individuals. The spirit may also be able to induce other spirits to either withdraw protection, or to seek to damage the responsible individuals

The character of the spirit matches the tree they have taken residence in. The Oak is mighty and noble, the Ash strong and violent, Willow does not like humans while the Rowan is more conciliatory, protective and magical.

#### Characteristics

PS 50-100 (while in the tree), MD 7-8 (while in the tree) AG 0 (while in the tree, is the spirit is forced to move, it will move at its TMR based on the average of WP and MA) WP 20-30, MA 10-20, EN 150-200, FT 15-20, PC 5-10

### [102.6] Animal spirits

These are the spirits of all animals. For example there is a spirit of deer, which

regulates the fertility of the species and can make deer hunts less successful for those who have been greedy. These spirits have a collective intelligence and can be bargained with. If they choose to take on physical form they will appear to be large members of the species they represent.

#### Characteristics

The characteristics will be at least 2x (if rare) to 10x (if common) the range given in section VIII. In addition the spirit will be free to move to any location where there are members of his species in one pulse and will have complete mastery over members of his species when the spirit gets there and may temporarily take over the body of an animal. If that animal is killed the spirit takes no damage. The spirit is also immediately aware of any thing any member of the species perceives. The spirit may only be summoned to an area containing a member of the species, in which case it inhabits that animal.

### [102.7] The Undead

The undead are neither of nor apart from this world, but project onto the boundary. The degree of their strength can vary. For example the waxing and waning of wights and wraiths as they are enabled to enter the physical world pushed back into the spirit world as the moon goes through its cycle. These spirits, like all Boundary Spirits are a part of both planes. This is not true of skeletons or zombies which are merely spiritless animated corpses and are entirely within this dimension. The undead are covered in more detail in [74.]

### [102.8] Creatures of Night and Shadow

These creatures are normally of the material, but its spirit also projects onto the boundary. The power of the creature is proportional the degree of its spirit plane projection, the greater its projection the greater its power The undead are covered in more detail in [72.]

### [102.9] Shamanic Guide Spirits

These are spirits of either former shaman or an embodiment of hallucinogens used by some shaman. They are powered by the sacrifice of 1EN point by the shaman at initiation. This lasts the lifespan of the shaman including long lived species as the spirit is not exclusively one shaman's, but guides, and receives EN points from a few shamans.

The statistics and ranks (both of skills and magic) of the spirit are the same as they were when the shaman was alive; or within the range of an experienced shaman for the spirit of the hallucinogen. This will be of the order

of:-

Ranks greater than 15 for most general knowledge spells and rituals

Ranks 10 for most special knowledge spells and rituals

Rank 10 ranger plus one other highly ranked skill

The Guide will react favourably to his shaman and will aim to guide the actions of the shaman. They will not aid directly nor will they teach skills and spells they will however look out for malevolent spirits and may warn the shaman.

If there are more spirits than the shaman need the excess spirits will fade over the space of one year

### [102.10] Spirits of Disease and Madness

These malevolent spirits subsist, grow and reproduce by stealing the health or sanity of their victims, be they sentient, animal or vegetal. A victim may catch the disease spirit from another or may have it inflicted as a curse (a Shaman may summon such a spirit and command it to infect an individual).

To infect an individual the spirit must roll 5xMA – 3x current EN of the victim. A failed roll means the victim is safe for the day, 3 failed rolls in successive days means the victim is immune. Roll the next day, if the disease spirit succeeds the victim will not get sick, but may pass the disease onto those he meets i.e. he is a carrier. If this roll is failed also the disease spirit cannot have any power over him, at any time, he will not become infected and will not be a carrier.

If the roll is successful in the first 3 days the victim is infected. Generally once a day (this time period can vary depending on the disease), after the first day the spirit rolls for damage:- 3xEN of the victim – 3xEN of the disease. If the spirit is successful it rolls D10-5 + ¼ WP damage directly to Endurance of the victim. Half of this damage is added to the WP, EN and MA of the disease spirit. If failed the spirit takes the damage to Endurance, but the victim receives no benefit.

Once the statistics of the disease spirit are double the minimum for the disease it may seek to infect others. All those it meets have to roll as above for infection once a day. Once it has managed to infect another it splits in two with half the statistic value, one generally stays in the original victim, one in the new victim. Once the original victim is dead the spirit may seek another victim, it loses 1 EN point per day whilst it is not in a victim, and will die at EN 0.

The spirit may choose not to kill the victim, once it has grown stronger it may leave the original victim entirely for another host, the original will recover in time

Once cured the victim may not be infected by that type of disease spirit again

These spirits are frightened by large noises and fire

The statistics are those likely to be encountered at first by a character, they be much greater if they enter a community where an epidemic is taking place

### Influenza

This disease is characterised by high fever leading to death in 1% to 50% of cases

MA 5-20 EN 10-15 WP 10-15  
PC 4-8

There are many different forms of this spirit; immunity of one does not confer immunity to any others

### Small Pox

High fever with white spots all over body, leads to death in 50-90% of cases

MA 10-15 EN 12-16 WP 15-20

PC 5-9

### Bubonic Plague

High fever and the glands of the arm pit and neck black swell and burst. The disease leads to death in 70-95% of cases. If the infection roll is criticised (<5% of the success chance), by the disease spirit it rolls for damage every hour

MA 17-20 EN 20-26 WP 25-30  
PC 4-10

### Chicken Pox/Shingles

The victim is covered in red spots that become itchy. The disease will not cause death, but will instead live dormant inside the victim after 1-2 weeks of illness. The spirit will reappear from time to time as shingles with roughly the same symptoms although the spots will be confined to a small area; that area will ache for many years afterwards.

MA 15-18 EN 15-20 WP 5-10  
PC 3-7

### Leprosy

This disease spirit attacks the spirit of a victim, gradually drawing it out of the body starting with the extremities; all sensation is lost in those areas with no spirit. When 2 EN points are lost the tips of fingers and toes are numb, at 4 all of the fingers and toes, 6 nose, 8 to the elbow and knee, 10 all arm and leg 12 all body except lips and mouth 14 no sensation what so ever. This leads to unnoticed damage to these areas, these wounds will become infected further weakening and then eventually killing the victim

MA 10-14 EN 10-15 WP 15-17  
PC 5-9

The roll for damage is performed one a week by this disease spirit, but in the

meantime the EN points lost to the disease spirit will not heal

### Madness

The sufferer of this spirit infestation goes mad; this can vary to the harmless fool to the psychotically dangerous. The spirit pulls the perception of the victim partially into the spirit world. This will either be ridiculously funny or paranoia inducing depending on the nature of the spirit. The victim may be aware of events in the spirit world that may have influence on the material. He may try to communicate his experiences; but finding sense out of the ramblings requires patience and the Astrologer skill, sections [52.1] to [52.6] apply

MA 10-12 EN 15-20 WP 5-7  
PC 3-5 (perception 5-12 in the spirit world)  
The damage done is to WP, not endurance. Once the WP reaches 3 the victim is totally insane. The spirit will do no further damage, but continue to feed of the host without causing damage

### [102.11] Spirits of Ill Luck

These spirits subsist by stealing the luck of their sentient victims. They can be sent after someone, either by a Shaman or a Lesser Summoner, or can be contracted by oath or taboo breakers spontaneously. The chance for being infected by one of these spirits is the victim's WP-2xWP of the spirit.

All D100 rolls are adjusted by the WP of the spirit – the WP of the victim. If the spirit's WP is less than or equal to the victim's the adjustment is 1 For a D10 roll the adjustment is half that, round up.

In all cases the adjustment is to the detriment of the victim. Half the adjustment (round up) is given to the spirit as alpha points. The spirit will not cause the death of the victim directly (as the spirit would have to find a new host), so these adjustments should not be applied to life or death rolls

These spirits are frightened by large noises and fire

### [102.12] Poltergeists

These malevolent spirits often latch onto troubled people, particularly adolescents. They must overcome the will by a D100 roll under:- WP of the victim –WP of the spirit. This must be while the spirit of the host is in the boundary (see [102.3]). Once the link between the two has been established the poltergeist can draw Ft from the victim for its own use. The poltergeist is an adept of the College of Sorceries of the Mind, having Rank 10-15 in all general knowledge spells and talents, and 7-10 in all special knowledge spells.

It cannot perform any rituals. The spirit tends not to be subtle in the use of the abilities. The spirit is sensitive to the emotions of the host and will react to

them, but the reaction will be inappropriately violent  
MA 15-18 WP 5-10 PC 3-7

## 103. OTHER PLANE SPIRITS

There are many planes all with their own characteristics, the GM must implement them as he sees fit (it is known that Demons inhabit the seventh plane). The spirits inhabiting these planes exists in other planes only if summoned or allowed through by other means

### [103.1] The Dead

The dead exist in an after life (unless undead). They normally "live" in the realms ruled by their gods. Those of the dead who have been sent to the after-life as part of a successful funeral ritual may not be summoned or communicated with in any way.

### [103.2] Elementals

Elementals normally exist in special planes where their element is the predominant substance

### [103.3] Summonables

These are a few of the natural inhabitants of the other planes

### [103.4] Demons, and Devils

See the College of Greater Summonings [47.]

### [103.5] Pagan Gods

These have their own planes. There are many layers in the hierarchy of Gods so there are many lesser spirits that serve the more powerful

### [103.6] Angelic spirits

The Powers of Light exist outside of this system, but lesser spirits who serve them may be summoned, but they will get their massive MR

## 104. EGO COMBAT

Spirits both with and without physical bodies may enter Ego Combat. Ego combat is the trial of two wills as two or more opponents try to overcome the will of others. It can be used to force an entity to perform actions against their will

### [104.1] Only certain entities may enter ego combat

Only those spirits listed as being of the boundary [102.] or other planes [103.] may engage in ego combat

### [104.2] To initiate ego combat the initiator must make a pass action

The opponent may choose to enter or decline at no penalty. This process takes the first pulse. The opponent may

not be forced into combat unless he is the subject of binding and control type spells or charms, or the Spell of Ego Combat (S-8) of College of Shamanism. The Cleric of the Powers of Light may also command combat with those capable of performing, see section [120.5]. It is always possible that the being may be tricked into ego combat.

### [104.3] Each pulse the combatants evaluate his attack and resistance percentages

The attack percentage is equal to:-  
50+WP+ the current FT (+ Rank as a Cleric)

The Resistance percentage is:-  
WP+ the current FT (+ Rank as a Cleric)

The attack figure may be split any way (up to WP-15) the entity desires for further attacks. The resistance percentage is not modified by the number of attacks being made and remains the full amount against all attacks

### [104.4] The chance that each attack is successful is Attack Percentage - Resistance percentage

A roll is made on a D100 at the end of the round all attacks being simultaneous. If the roll is below the success figure the attack was successful. A roll less than 15% of the success chance does damage directly effecting Will Power. A roll of 01 is always a success, a 99 or 00 always a fail. In addition the entity loses the next pulse's attack, although he may still resist normally.

### [104.5] If the attack was successful the entities do damage to each other

The damage is up to D+(WP-15) if the character is a Cleric of the Powers of Light or a shaman using (S-8) damage inflicted increased by an additional 1+1 for every third ranks. Damage inflicted first comes off fatigue then Will Power once fatigue is exhausted. Although damage as a result of a less than or equal to a 15% roll on attack chance comes directly off Will Power, bypassing fatigue. The loser may not have negative WP, any damage that would make the victim have negative WP is lost

### [104.6] For the next pulse the percentages are recalculated

Using the new Fatigue and Will Power values the attack and resist percentages are re-evaluated and the combat proceeds.

### [104.7] The player may half his attack percentage in order to perform simple actions

For example the entity may attempt to move ½ TMR, snatch an object in full view, speak with the opponent etc. If

contact is broken the breaking entity must make a concentration check (see [104.9]). The resistance percentage is not modified.

### [104.8] At the beginning of each round an entity may choose to withdraw from combat

The entity must roll less than or equal to 3xWP on a D100 to succeed. If successful the entity must retreat (if possible) a number of hexes equal to the difference of will powers, this may place the character in physical danger. If the path is blocked the retreating figure takes D10-4 + the number of hexes left to retreat. If the entity is from another plane or possessing another's body there is a

2 x the attacker's WP chance that the spirit will be banished back to his home plane and/or cast from the body. If the withdrawal roll is not successful the entity may not attack that pulse, but may still resist normally.

### [104.9] A player must make a concentration check if he is distracted in combat

The entity must make a 4xWP roll if he is distracted to avoid breaking contact. If the concentration check is failed he immediately takes maximum damage and is hurled D+(WP-15)feet directly away from the attacker, damage to EN or FT may result from this. Spirits from other planes and possessing spirits are banished back to his home plane or exorcised.

### [104.10] Once one of the combatants has reached 3 WP or less he has lost the combat

The looser may be forced to divulge one piece of information (not the true name) or perform one task. The looser may choose to abandon this or cheat the winner once his WP is recovered to above 4. It may be advisable for the victor to monitor progress

If defeated by a Cleric of the Powers of Light (and vice versa) creatures of an evil nature will flee blindly for the Cleric's WP-15 days (minimum of one). Spirits from other planes and possessing spirits are banished back to his home plane or cast out of the body if defeated by anyone

### [104.11] If the entity is reduced to 1 or 2 WP the victor gains a certain amount of control

When the victim has been reduced so far the victor may do a number of things

1. Trap the spirit (see (S-13) College of Shamanism)
2. Control the being as the spell controlling person S-8 of the College of Lesser Summonings
3. Infest the victim's dreams with images of the victor's choosing for a

period equal to WP nights  
4. results as [104.10]

**[104.12] If the victim's will power is reduced to 0 or less the victor may possess the body**

The possession works in the same way as the spell S-16 Spell of Ego Projection of the College of Lesser Summonings p64-65 except that there is no backfire and the time taken to return to the body is 20 x distance (in feet )/100 separating the two bodies. The possessing spirit may be driven out by all the normal means, and if driven out as a result of ego combat the formerly possessed is on one WP until he recovers. The spirit is returned to its own body on whatever WP points he had after the combat -1.

It is possible that a Cleric could possess another being, this will be abhorrent to most religions of the Powers of Light in all but the strangest circumstances

If the victor chooses not to possess the looser the individual will have no will and can be led around docilely. The victor may also perform all of the actions in [104.11], except the control of the dreams may continue for WP+5 nights

**[104.13] Fatigue and Will Power recover**

Fatigue recovers at the normal rate. Will power also comes back at the same rate as Endurance although the Spell of Hypnotism (G-5) of the College of the Mind ([37.]) will immediately cure all the WP losses if cast by another on the sufferer.

**105. THE COLLEGE OF SHAMANISM**

Shamanism is concerned with the spirits that occur in nature and other planes. Along with Namers it is the oldest of the colleges.

Much of the power of a shaman comes from his ability to communicate easily with spirits of great power and/or knowledge. A good shaman PC will use these contacts in combination with the GM. The shaman may also be hindered if he leaves the area where he knows the local spirits.

The GM should be aware that these spirits have their own motivations and aims that may be in conflict with the Shaman's. All spirits should be seen as full NPCs and played as such.

Shaman must be partly in the spirit world to perform any of the spells and rituals of the college. The shaman achieves this by the use of a trance. The shaman may use various means to attain a trance and these are listed for the trance talent (T-1) or (T-2).

A would-be shaman must undergo an ordeal to become a shaman. This

ordeal lasts a month and involves a near death experience (10% will die). What the experience involves will be dependant on the culture, a bad trip for a drug using shaman, ritual scaring, long endurance test etc. In this ritual the new shaman permanently sacrifices one endurance point and gains a spirit guide. This spirit will help the shaman in his dealings with other spirits and training. However he will not aid physically and the advice will often seem less than helpful. The spirit is a boundary sprit ([section [102.]]) and usually a shamanistic ancestor or the spirit of the drug used; all guide spirits will have shamanistic powers and beliefs. All spirit guides will be able to speak the language of the shaman.

**[105.1] The shaman must be in a trance to perform any of the spells and rituals**

These restrictions do not apply to the talents. To cast spells G-1 to G-7, Q1, parts of Q-2 and S-1 to S-7 the shaman must be in a light trance at least. For G-8 to G-13, parts of Q-2, Q6, Q7, S-8 to S10 and R2 the shaman must at least be in a medium trance. At least a deep trance is needed for the spells and rituals Q-2 (part of) to Q-5, S-11 & S12 and R-1 & 3

**[105.2] The Base Chance of performing any talent (except T-1 and T-2) spell or ritual of this College is modified by the addition of the following number**

For each level of trance above the minimum needed for that procedure +5  
Special dates and times\* +10  
Holding an item of special significance \*\* +10

\* These will be known to the shaman. The times will not be a whole day, but may be a few minutes to an hour on one particular day. An example could be the 15minutes after dawn on mid-winter's day. In all the total periods should be no more than 24 hours in one year.

\*\* This is something that has significance to the shaman and is agreed by the GM. There will be one item per magic ability. If lost or a new magical procedure is learnt there is a 1xPC chance that a suitable item can be made or found after a 1 hour search. If failed the shaman may continue the search or making until he gives up or one is found. To someone other than the Shaman these items will appear to be a motley collection of pebbles and animal parts, to the shaman they will be things like a striped pebble that eases the Ritual of Dimension Travel, an eagle's claw that aids the casing of the Spell of Eagle eyes. Another shaman will be

able to recognise their purpose with a 4xPC roll in a light trance.

**[105.3] Talents**

**1. Trance (T-1)**

The talent has three stages to its operation,

1. Light Trance. The shaman is beginning to enter the spirit world and his vision of this world is partially obscured by shifting patterns. Entering this state of trance has a base chance of 40. The shaman is aware of his surroundings and may act, but at -2 to his perception, however he is immune to pain as the talent (T-2) of the College of the Sorceries of the Mind ([37.]). The trance takes no time to achieve and lasts for as long as the shaman wishes, up to Rank hours.

2. Medium Trance. The shaman is between the physical and spirit worlds, surrounded by intense shifting geometric patterns, often grids or dots. Entering this state of trance has a base chance of 30. The shaman is less aware of his surroundings and may act, but having a -4 penalty to PC and is immune to pain as above. The trance takes one pulse to achieve and lasts for as long as the shaman wishes up to rank hours, but 5 pulses are required to come out of the trance. If the shaman is distracted while in trance he suffers D-5 damage to fatigue only and is no longer in a trance.

3. Deep Trance. The shaman is mostly in the spirit world and he will appear dead to any (except healers examining the body) observing his body from this. Entering this state of trance has a base chance of 20. The shaman experiences great pain in the transition and must make a (4 x WP) + Rank roll to break through into a deep trance. If this is not made the shaman and have another attempt as above but at (3 x WP) + Rank, then 2 x and so on, giving a maximum of 4 tries.

One in a deep trance the shaman is not aware of his surroundings as most of his concentration is on the spirit world where he has full perception and may communicate to sprits present who speak his language. His perception is zero in this world but he may perform specific premeditated actions in this world, for example casting the bones. He may only do this with objects in his hand at the time of going into a trance. He will only come out of his trance immediately if he fails a (5xWP)+Rank roll after pain has been inflicted in the spirit world (he is not immune to pain in the spirit world). If so the shaman takes D damage (not restricted to fatigue).

The trance takes 30-Rank minutes to achieve during which time he may experience strange visions some of which will be prophetic, but confusing and difficult to interpret, requiring a roll

on a D100 under perception to decipher correctly. Coming out of the trance requires 30-Rank minutes, during which time the shaman will sleep. The trance lasts for up to Rank days without the shaman needing food or water. However the shaman will suffer D-6 loss of PS due to muscle stiffness if the trance lasts longer than a day. This loss will come back at the rate of one point per hour. The shaman needs to be cared for if in a deep trance for longer than Rank days (if for example the spirit is trapped elsewhere), or he will die after an additional two days. Once the body is dead the spirit becomes a revenant.

Only one roll is needed to achieve any state of trance and if the shaman fails to make one level of trance he may put him self in a lower level of trance if he would have made that level of success. He may then try again from that level. When coming out of a trance he may not move down levels of trance, only straight out of the trance. The end of a deep trance gives feelings of euphoria and of being reborn.

The following modifiers are applied to the success chance of the talent

For each Rank with the talent	+5
For each point of MA above 15	+1
For each minute of hyperventilation, (maximum of 5)	+3
For each day of lack of sleep (maximum 5) -2PC/day (does not effect the shaman in the spirit world)	+5
-3FT/day -1EN/day	
For each day lack of Food (maximum 10) -2/day FT, -1EN/day	+2
Rhythmic drum beat	+10
Total darkness	+10
Dim flickering light only	+20
Grids/dots painted on walls	+10

The Experience multiple for this talent is 50

## 2. Drug Induced Trance (T-2)

By using natural products known to a ranger or hallucinogens purified or synthesised by an alchemist; a shaman may induce a trance. One dose will produce a light trance, two a medium trance and three a deep trance. Four will also produce a deep trance and five within a 24 hour period will be fatal on a failed 3xEN roll. 6 doses are invariably fatal. A Shaman may take more doses while in a trance, but there is a chance he will forget how many he has already taken and risk death. This chance is 10% - rank (with a minimum 1%) for each dose, after the first, taken (this roll is made immediately after taking a dose).

The use of drugs has severe long and short-term side effects. The shaman may become addicted. He must roll under 3xEN on a D100 every time he uses the drugs, each fail results in 1 being subtracted from his EN (for the

purposes of this roll only). Once his endurance has reached 0 he is addicted and must make two 3xEN rolls once per year to avoid losing one fatigue and one perception point permanently. The shaman's character should change, but this must be roll-played. If the shaman stops using drugs he suffers withdrawal symptoms. These last for 7 days +1 day per part year of use. The shaman may not enter a trance and has -50% chance performing any activity for the first week of the withdrawal period and -20 for the rest of the period.

The results and mechanics of this talent are the same as T-1 except:-

The use of drugs makes this talent automatic

Light trances take 10-half rank minutes to achieve (minimum 1 minute)

Medium trances take 20-rank minutes to achieve (minimum 2 minutes)

Deep trances take 30-rank minutes to achieve (minimum 5 minutes)

The length of time a trance will last for is 2 hours per dose plus or minus 3xrank minutes as the shaman wishes. The shaman will not come out of a trance until this time is elapsed no matter what has happened. At the end of that time the trance is over and any activities requiring a trance will cease and any consequences of premature termination result.

The experience multiple for this talent is 100 experience points.

## 4. Detect Aura (T-3)

This works in the same manner as (T-1) of the College of Naming Incantations [39.]

## 5. Attunement to the Sprits (T-4)

This talent is always on without cast chance or fatigue loss or any other penalty. The Shaman is more receptive to the spirits around him as [100.6]. He adds 4xRank with this talent to the chance of perceiving that a spirit is trying to communicate. He adds 4x rank to the chance of correctly interpreting the omen or dream.

## [105.4] General Knowledge Spells

### 1. Spell of Eagle Eyes (G-1)

RANGE: Touch

DURATION: Concentration: max 30 + [10 x Rank] minutes

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 30%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The target may see distant objects clearly. A man sized figure can be identified at Rank / 4 miles (¼ mile if unranked), and may use missile weapons at no penalties up to maximum range for the weapon. A side effect of the spell is that the eyes of the adept assume the physical appearance of an

eagle's.

### 2. Spell of Wolf Sense (G-2)

RANGE: Touch

DURATION: Concentration: max 30 + [30 x Rank] minutes

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The target of this spell gains an accurate sense of smell and may add 2+(3xRank) to any tracking roll if he knows the sent of the tracked entity. Rangers with this spell cast on them have 2x rank with this spell added to the chance of finding magical herbs. If the adept is also an alchemist he may add his Rank with this spell to his chance of identifying chemicals. A side effect of the spell is that the Adept's nose becomes moist.

### 3. Spell of Cat Hearing (G-3)

RANGE: Touch

DURATION: Concentration: max 30 + [30 x Rank] minutes

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The adept gains an acute sense of hearing. A normal conversation held outdoors can be heard at 40+(10xRank)feet. A side effect of this spell is that the Adept's ears become furry and pointed.

### 4. Spell of Bat Ears (G-4)

RANGE: Touch

DURATION: Concentration : max 30 + [30 x Rank] minutes

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 20%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The adept gains the ability to "see" in total darkness for a range of 10+(5xRank)feet. A side effect of this spell is that the Adept's ears become black and hairy

### 5. Spell of Cat Sight (G-5)

RANGE: Touch

DURATION: Concentration: max 30 + [10 x Rank] minutes

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 20%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The adept gains the ability to see normally invisible entities or objects, or those rendered invisible by magic. This works in the same way as the Talent of WitchSight (T-1) of the College of Ensorselments and Enchantments [36.]. It also gives the target the night vision of an elf. A side effect of this spell is that the Adept's pupils assume the physical appearance of those of a cat.

**6. Spell of Walking Unseen (G-6)**

As the spell G-5 of the college of Earth Magics [43.]

TRANCE LEVEL: Light

**7. Spell of Controlling Animals (G-7)**

RANGE: 10 feet + 10 / Rank

DURATION: Concentration: no max

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 20%

RESIST: May be actively & passively resisted

TRANCE LEVEL: Light

EFFECTS: The caster controls the actions of any animal that does not successfully resist. It will serve him so long as he continues to concentrate. If he releases the animal or his concentration is broken, it may attack him or flee. If the Adept cannot make eye contact, the Base Chance is reduced by 5%.

**8. Spell of Lesser Enchantment (G-8)**

As the spell G-9 of the college of Earth Magics [43.]

TRANCE LEVEL: Medium

**9. Spell of Damnum Minatum (G-9)**

As the spell G-4 of the College of Black Magics [46.]

TRANCE LEVEL: Medium

**10. Spell of Spirit Flight (G-10)**

RANGE: Touch

DURATION: Concentration

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 30

RESIST: May not be resisted

TRANCE LEVEL: Medium

EFFECTS: The shaman's spirit and perception may travel at the speed of Rank×5 mph (Rank×8 kmph). This flight is not physical so no objects can be transported, nor can the adept interact with any beings physically during this spell. He can partake in but not initiate Ego combat and may not cast spells. He is vulnerable to spells that effect spirits, purely magical damage and magic weapons.

The adept travels through air, but not solid objects, and can only enter areas the adept's body would be able to squeeze into. He is difficult to see, a 1/10PC roll is needed to perceive the entity, although witchsight (and similar abilities) will reveal the Shaman. If the adept's concentration is broken the adept is transported back to his body and suffers D-5 damage to FT (EN once FT is used up).

**11. Spell of Spirit Sight (G-11)**

RANGE: Touch

DURATION: Concentration : 3× Rank hours

EXPERIENCE MULTIPLE: 120

BASE CHANCE: 35%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The shaman can see any of

the spirits listed in sections [102.] and [103.] within 15+(15×Rank)feet in this or the surrounding boundary plane.

**12. Spell of Conversing With Spirits (G-12)**

RANGE: 15+(15×Rank)feet

DURATION: Concentration : 3× Rank hours

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 15%

RESIST: May not be resisted

TRANCE LEVEL: Medium

EFFECTS: The shaman can communicate with any of the spirits listed in sections [102.] and [103.] in the vicinity without knowledge of the language. This spell can be used to ask the spirits for aid or to bargain with them. This spell will not stop a spirit attacking the shaman. The Shaman's spirit guide can always be conversed with.

**13. Spell of Allowing Possession (G-13)**

RANGE: Self

DURATION: Concentration

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 40%

RESIST: May not be resisted

TRANCE LEVEL: Medium

EFFECTS: The shaman may allow a spirit he is communication with to possess his body. The spirit has the shaman's physical characteristics (PS, MD, AG, EN and FT) and the spirits mental characteristics (MA, WP and PC). The body will have features of the spirit, such as voice and posture, in much the same way as an impressionist appears like the person he is impersonating. The controlling spirit can use any skills, knowledge and magic known to the spirit and the shaman if the shaman wishes it.

The shaman is aware, although he is in a medium trance, and can end the effects of the spell and therefore the possession at any time. The spirit may wish to impart knowledge to the Shaman through this possession. During the possession the body is controlled by the GM.

If the spell is backfired the spirit fully possesses the shaman's body as S-16 Sell of Ego Projection of the College of Lesser Summonings

**[105.5] General Knowledge Rituals**

**1. Ritual of Summoning Animals (Q-1)**

This ritual works in the same manner as Q-1 of the College of Earth Magics [43.] Trance level Light.

**2. Ritual of Curing Disease (Q-2)**

Shamans believe that diseases have one of the following causes. The nature of the disease can be identified using the Detect Aura talent (T-4). The experience multiple for this ritual is 200.

1. Foreign bodies in the victim's body.

These can be removed using this ritual. The ritual takes 1 hour and has a chance of 30+MA+(4×Rank) of being successful. Trance level light.

2. The victim of disease has broken a taboo. The shaman can cure this using this ritual, making the victim confess to his misdemeanours and performing a penance set by the shaman. This ritual takes 6 hours and has a chance of 20+MA+(4×Rank). Trance level medium.

3. The victim has been cursed by an evil spirit, shaman, witch etc. The shaman must determine the curser and reason for the curse using the ritual of casting bones (Q-3). Once the answers have been found the Cure Disease Ritual then has a 10+MA+(3×Rank) chance of success and takes 12 hours to perform. The shaman must be in a deep trance. This will only work against the Damnum Minatum spell (G-8)

4. Possession by Malignant spirits (as [102.10]-[102-13]). This cannot be cured by this ritual, but the spirit will have to be expelled using other means, such as ego combat. One of the most successful responses is to restore the protection of guardian spirits, such as Ancestor Spirits and let them take care of the malevolent spirit. The shaman will need to find out why the guardian spirits failed or with held their protection in the first place

**3. Ritual of Casting Bones (Q-3)**

The shaman must spend some time preparing the bones of a humanoid for this ritual. At the beginning of the ritual the adept takes the bones in both hands and concentrates on the question he wishes an answer for. He then goes into a deep trance. After a minimum of 6 hours - 15 min/Rank he expends 5 fatigue points and casts the bones as he comes out of the trance. The chance of receiving a correct reply is 10+MA+(3×Rank). If successful the answer is in a riddle, with the answer increasingly diverging from the truth the greater the roll is failed by. If the ritual is backfired the answer should be plausible, but totally wrong. The experience multiple for this ritual is 150.

**4. Ritual of Locating Spirits (Q-4)**

By this ritual a shaman may determine where in the planes a spirit listed in [102.] and [103.] may be. The closer to the shaman's physical location the more accurate the answer will be, ie within 10% (-1 for every 3<sup>rd</sup> Rank) of the distance to the spirit. The chance of the ritual succeeding is MA+(2×Rank) this is increased by 20% if the spirit is known to him personally (plus 30 if it is his spirit guide) and by 10% if the shaman holds an item of significance for that spirit. The ritual takes 3 hours and the shaman must be in a deep trance. The experience multiple for this ritual is 100

experience points.

### 5. Ritual of Future Sight (Q-5)

The shaman may gain insight into the future or magic enchantments by spending at least one hour in a deep trance. The performance of this ritual allows the shaman to do one of the two following:-

1. Limited Precognition. This ritual has the same results as for the Spell of Limited Precognition (G-2) of the College of the Sorceries of the Mind. It has a success chance of 30+(2×Rank)
2. Divining Enchantment. This ritual has the same results as the Ritual of Divination (R-1) of the College of Naming Incantations. It has a success chance of 30+(4×Rank)

Only one of these two options can be performed each casting of this ritual. The experience multiple is 150.

### 6. Ask the Sprits (Q-6)

The shaman may, by the sacrifice of an animal at least the size of an adult pigeon, ask a single yes/no question of any spirit in this dimension or in the boundary with this dimension. The spirit must answer if the ritual is successfully performed and must answer truthfully as far as it is able. Such questions are often asking for details of the past, advice for the future or whether such a course of action would lead to the disapproval of the spirit. The time taken to either examine the course of the death spasms or the entrails of the animal is at least one hour in a light trance state. The success chance is 80 + Rank percent (+10 if spirit guide or personal ancestor), and the experience multiple is 100 experience points.

### 7. Ritual of Reading (Q-7)

By this ritual, in a medium trance state, a shaman may find out about one dramatic event that has happened to an object or in a place. The description will not be clear, but will provide enough detail for some one who was there to recognise the event and the people involved if given a description. It may also provide details that no one was aware of at the time.

The success chance is 40 + 3 per rank plus factors depending on how dramatic the event was. The death of a greater sentient should be worth at least 10%, doubled if violent, doubled again if the victim was an innocent. This ritual takes 1hour – 5 x rank minutes. The experience multiple is 100 experience points.

### [105.6] Special knowledge spells

#### 1. Spell of Animal Form (S-1)

RANGE: Touch  
DURATION: Concentration: maximum of 1+ Rank hours

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 20

RESIST: Can be actively and passively resisted

TRANCE LEVEL: Light

EFFECTS: The adept may change the shape of any who fail to resist into any animal the shaman has studied for use in this spell. He may choose to study one animal per rank (and one at rank 0).

This must be an animal he knows and has been able to study intimately for at least 10 hours over the course of a month, a captured animal is ideal. The rank determines which types of animals the target can be transformed into, although the shaman may always choose to study a type requiring lower rank

Min.

#### Rank Type

0	[66.] Common Land Mammals
1-3	[76.] Riding Animals
4-6	[69.] Lizards Snakes & Insects except; Basilisk, Hydra, Wyvern or Salamander
7-8	[68.] Aquatics
9-10	[67.1] Common Avians
11-13	[67.2] Fantastical Avians and all of [69.] excluded above
14-15	[72.] Creatures of Night and Shadow
16-17	[71.] Fantastical Monsters
18-19	[73.] Summonables
20	[75.] Dragons

If there the Shaman uses items of special significance, one item is required per animal form

The characteristics of the animal form are calculated as [6.9]. The changed retains all memories he possessed while in his original form, may cast spells normally and use all skills that the new body will allow the use of. The target assumes the abilities and skills of the creature he has now become. However the changed retains some forms appearance, such as particular expressions, scars, birthmarks and such like. The sex cannot be changed

The entity may not change if there is insufficient room to do so. If the entity is forced to change back with insufficient room he suffers D-2 damage per minute until there is enough room. If the victim dies the body expands as much as possible then will remain like that until released.

Backfire results in the change (the shaman will change if cast on another), and the change will be total, the shaman will retain no memories, skills or magic and become the animal. This will last for the maximum duration of the spell

#### 2. Spell of Truth (S-2)

RANGE: Touch  
DURATION: 1+(1×Rank)hours  
EXPERIENCE MULTIPLE: 300  
BASE CHANCE: 30%

RESIST: Can only be passively resisted

TRANCE LEVEL: Light

EFFECTS: This spell may only be cast over one entity. The target, if he fails to resist, will be unable to lie and also to resist speaking unless he rolls under 3×WP when asked a direct question. The individual's true name need not be spoken. The target will also automatically disbelieve all illusions.

### 3. Spell of Virility (S-3)

This is the same as the spell of the same name (S-12) of The College of Black Magics [46.]

TRANCE LEVEL Light.

### 4. Spell of Healing (S-4)

RANGE: Touch

DURATION: Immediate

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May be actively and passively resisted

TRANCE LEVEL: light

EFFECTS: Through a combination of magic and the application of healing herbs and salves, the caster can cure 3+Rank Damage Points suffered by a character due to disease or injury. The spell takes about 5 minutes to cast.

### 5. Spell of Bear Strength (S-5)

RANGE: Touch

DURATION: Concentration: max 30 minutes + [10 × Rank]

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 30%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The target may add 1 (+1 per 3 Ranks) to his physical strength at a cost of 1 to his adjusted AG for the duration of the spell. Side effect is that the target develops a hairy skin and slight snout.

### 6. Spell of Cheetah Speed (S-6)

RANGE: Touch

DURATION: Concentration: max 30 minutes + [10 × Rank]

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 30%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The target may add 1 (+1 per 3 Ranks) to his Agility at a cost of 1 to his MD for the duration of the spell. Side effect is that the target develops a hairy skin.

### 7. Spell of Wolf Endurance (S-7)

RANGE: Touch

DURATION: Concentration: max 30 minutes + [30 × Rank]

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 30%

RESIST: May not be resisted

TRANCE LEVEL: Light

EFFECTS: The target may add 1 (+1 per 3 Ranks) to his Endurance at a cost of 1

to his AG for the duration of the spell. Side effect is that the target develops a hairy face and body.

### 8. Spell of Bear Claws (S-8)

RANGE: Touch  
 DURATION: Concentration: max 10 minutes + [10 × Rank]  
 EXPERIENCE MULTIPLE: 200  
 BASE CHANCE: 30%  
 RESIST: May not be resisted  
 TRANCE LEVEL: Light  
 EFFECTS: The Adept develops long and strong claws on his hands and feet (any items of clothing on the hands and feet must be removed or they are ruined). Because of the claws he may add 1 (+1 per 3 Ranks) to damage by unarmed combat at a cost of 1 to his MD for the duration of the spell. The chance of infection is increased by 10% also. The side effect is that the target's hands and feet become hairy and the fingers shorten.

### 9. Spell of Ego Attack (S-9)

RANGE: 15+(15×Rank)feet  
 DURATION: Concentration  
 EXPERIENCE MULTIPLE: 200  
 BASE CHANCE: 10%  
 RESIST: Can be actively and passively resisted  
 TRANCE LEVEL: Medium  
 EFFECTS: The adept may force ego combat with all who fail to resist, providing the entity is capable of ego combat (see sections [102.] and [103.]). The shaman gains his rank to his attack and resistance percentages and gains a 1+1per third ranks damage bonus. This spell is often used to frighten spirits to do the shaman's will.

### 10. Spell of Trance (S-10)

RANGE: 15+(15×Rank)feet  
 DURATION: 10+(10×Rank)minutes  
 EXPERIENCE MULTIPLE: 200  
 BASE CHANCE: 10%  
 RESIST: Can be actively and passively resisted  
 TRANCE LEVEL: Medium  
 EFFECTS: The shaman may induce a trance-like state in Rank others who fail to resist. The modifiers given in (T-1) (except for the rank and MA modifiers) also apply if the target is experiencing them. At ranks 0-5 he may induce a light trance, 6-10 a medium trance and ranks 11-20 a deep trance. The targets must make a fright check if they find themselves in a medium trance and one at -10 if in a deep trance, unless they are shaman (or used to it, at least 10 trances at each trance level will habituate a subject to the effects). The subjects may cast spells and rituals only if they are shaman themselves or only in a light trance. When in a trance they can be engaged in ego combat

### 11. Spell of Flight (S-11)

RANGE: Self  
 DURATION: Concentration  
 EXPERIENCE MULTIPLE: 300  
 BASE CHANCE: 10%  
 RESIST: May not be resisted  
 TRANCE LEVEL: Medium  
 EFFECTS: The shaman may travel at the speed of Rank×5 mph (Rank×8 kmph). The adept may carry Rank/5+1 humanoids or weight equivalent. This flight is physical so adverse conditions will affect the flyer as they would a bird or aeroplane. If the adept's concentration is broken the adept will fall.

### 12. Spell of Visitation (S-12)

RANGE: 2+(2×Rank)miles  
 DURATION: 5+(5×Rank) minutes  
 EXPERIENCE MULTIPLE: 250  
 BASE CHANCE: 30%  
 RESIST: Cannot be resisted  
 TRANCE LEVEL: Deep  
 EFFECTS: This spell mimics the actions of the spell of the same name (S-4) of the College of Rune Magics ([90.] Arcane wisdom) without the need of rune sticks

### 13. Spell of Trapping Spirit (S-13)

RANGE: 15+(15×Rank)feet  
 DURATION: Immediate  
 EXPERIENCE MULTIPLE: 300  
 BASE CHANCE: 2%  
 RESIST: Can be actively and passively resisted  
 TRANCE LEVEL: Deep  
 EFFECTS: The shaman must prepare an air tight non-iron container. The container can be seen in the trance as long as it is in contact with the shaman's body. He can trap a spirit he has controlled or defeated in ego combat within it. The spirit does get one final resistance roll to prevent entrapment. The spirit may be released using procedures specified at the time of casting the spell to perform duties (also pre-specified) and then returned by the wielder commanding it. The spirit gets a resistance roll at full WP to break free at this point. If the container is shattered the spirit is free and unbound. A freed spirit may attack the adept and/or it may return to its own plane or body. The body remains outside the container and will die of neglect unless cared for.

### [105.7] Special knowledge rituals

#### 1. Ritual of Summoning Spirit (R-1)

By this ritual and a deep trance the shaman can summon a single spirit mentioned in sections [102.] and [103.] (with the restrictions). The ritual takes 2 hours to perform, during which he may make no other actions. The maximum strength of summoned spirit varies according to the rank of the adept  
**Minimum**

### Rank

- 0 The spirit guide
- 1 Lesser undead, but not zombies and skeletons as these do not have spirits
- 3 Boundary sprits (but not Creatures of Night and Shadow, and lesser undead can be summoned at rank 1)
- 5 The Dead (but not those who have had a Funeral ritual performed successfully over them)
- 8 Summonables, devils and related, but not demons
- 10 Elementals, but not Earth Elementals
- 12 Creatures of Night and Shadow, this is a physical summons, i.e. the body of the creature arrives also the time taken to arrive is 4 times as long as normal
- 15 Demons, Earth Elementals and Angels

The maximum strength of the spirit's WP is 15 + rank, but may not exceed the maximum known for that type of spirit. All other characteristics are scaled in line with Will Power.

The spirit will appear insubstantial (except for Creatures of Night and Shadow) and uncontrolled. If the spirit is antagonistic the shaman must overcome it in Ego Combat if he is to impose his will on the spirit. One round in which the shaman does more damage than the spirit is sufficient for a spirit to become cowed and at least partially co-operative. The spirit may be forced to take a substantial form (if available to it) or enter a suitable home. Note that a container made by the Spell of Trapping Spirit will not be considered suitable by the spirit and it will resist. If the shaman is not successful on the first round the spirit has at least one pulse in which to do what ever he wants, except return to its own plane as the effects of ritual are still in place while the Shaman is concentrating.

The shaman retains control of the spirit whilst he concentrates; if he fails a concentration check the spirit is uncontrolled and the spirit may attack, or return to its own plane as it wishes. The spirit may be banished by casting a Special Knowledge counter spell over it.

The spirit can be forced to perform one task, once that has been completed the spirit is free to return to its own plane, or even hunt down the summoning shaman. If the spirit is has to go into any form of combat he has a D100 roll under willpower to break the hold the shaman has over it. If the spirit has to perform a suicidal action the spirit has a 3xWP roll to break the hold.

If the shaman knows the spirit's name (not necessarily the true name) or an object of significance to the spirit if held during the entire ritual he gets a 10% bonus to cast the ritual. If the spirit guide is summoned, or the true name

known there is a 20% bonus to the performance of the ritual. The spirit takes  $D10 - \frac{1}{3} \text{ Rank}$  minutes to arrive (unless the spirit is trapped (S-13) in which case the spirit will not appear). The success chance is  $MA + (5 \times \text{Rank}) + WP$  over 15. a Backfire will result in a demon appearing which will attack and not be cowed by a single pulse of ego combat. The experience multiple is 300.

## 2. Ritual of Constructing a Spirit Home (R-2)

An object has to be made by a Mechanician to contain the spirit. The spirit may have to be forced to make its home here, but some may be willing participants. The characteristics of the spirit in the home are decided by a combination of the spirit's own and the home. The spirit's characteristics are used for the WP, MA, and PC The physical characteristics; PS, MD, AG, EN and FT by the home, as decided by the following procedure.

The total number of characteristic points for the physical characteristics is 10 times the rank of the Mechanician. How those points are spent is determined by the materials the home is made of and how they are constructed. The following table determines the cost of each characteristic point based on the material used

Material	Characteristic point cost			
	PS	MD	AG	EN
<b>Metal*</b>	1	4	4	1
<b>Wood**</b>	2	4	4	1
<b>Leather</b>	3	3	3	2
<b>Fabric</b>	5	1	1	4

FT and TMR are based on AG and EN in the normal way

\* Cannot be cold iron, true silver halves PS point cost. This category also includes inorganic hard substances, such as semiprecious stone

\*\* And any other hard organic substance, such as bone, ivory or horn

For combinations use the figures for the predominating substance

The characteristics of the homes made from solid substances (metal and wood), is also modified by the form. The costs above are for totally non articulated segments and the limbs not separate from the body. If the limbs are separate then the cost for MD and AG is reduced to 3, EN increased to 2. If jointed, PS and EN increased to 2, but AG and MD gain Rank points each to spend. Fabric and leather are assumed to have separate limbs and be supple enough to allow flex. The shape can be any the Mechanician wishes (for example it can be fish shaped or have wings), but the spirit must have the appropriate capacities and characteristics to properly use any features the Mechanician adds.

The base time to make is 1 week,

doubled for metal, double for separate limbs and double for articulated joints, these modifiers are cumulative. The cost is  $100 + \text{time (in weeks)} \times \text{rank of Mechanician} \times 100$  silver pennies, plus the cost of materials.

There can be mistakes in the construction of the home, every week the Mechanician must roll under  $90 + \text{Rank}$  (99 and 00 is an automatic fail), if failed the amount failed by is removed from the final characteristics due to poor manufacture or design (minimum of 2 for 00 and 1 for 00). The characteristic reduced is decided by a D10 roll 1-2 PS, 3-5 MD, 6AG, 7-8EN, or 9-0PC (the figure gets in the way of the spirit's senses). The number of points lost can be halved (minimum of 1) if the figure is finely made, but this will increase the time taken by 2 weeks.

The spirit must remain in the home if it is not to fade. If it does leave then the ritual needs to be re-performed to re-prepare the home for the spirit

The shaman must be in at least a medium trance. The cast chance is  $4 \times MA + 3 \times \text{Rank}$  and the experience multiple 250

## 3. Ritual of Dimension Travel (R-3)

The shaman must spend one hour in a deep trance, at the end of that time he makes a cast check under  $MA + (3 \times \text{Rank})$  (halved if trapped in another plane). If successful the shaman's spirit will be transferred through a spinning vortex to another plane the shaman knows of, the journey taking 1minute travelling time. The transfer lasts as long as the shaman remains in a deep trance and his fatigue is greater than 0. If either of these conditions is not met the adept will return to his body taking D-2 damage due to shock. The shaman can return to his home world any time he wishes, but must re-cast the ritual if he wishes to return to the other planes once more. The shaman cannot take any items with him as he travels only in spirit. Any items picked up while in the other worlds will be left behind.

While in the other plane the shaman can move at  $((WP + Ft)/8)$  miles per hour  $((WP + Ft)/5)$  kmph rounded up, and act as if the shaman were in a light trance. While separated from the body the spirit is open to spells effecting spirits and also to ego combat. If damage is inflicted on the shaman whilst in this dimension he must make a concentration check to remain in his trance and therefore in the dimension (unless drugs are used). Any damage received while in the other world has the same consequences as in this plane and carries over back to this plane.

The shaman's spirit can be trapped in the other planes by having a special knowledge counterspell to the College of

Shamanism cast over him as this breaks the natural link to the body. Loss of the deep trance and fatigue will not return the adept to his own plane. If this is the case the shaman must successfully perform the ritual again to return. The consequences of being trapped in another plane depend on the plane in question. The body will die unless cared for as detailed in the Trance talent (T-1).

In order to cast spells and rituals requiring higher than a light trance level while in the other plane the shaman may enter a deeper trance but must make a concentration check to maintain the original trance, failure having the same consequences as before.

If the ritual backfires a creature from the plane the shaman wishes to travel to will appear and immediately attack. The experience multiple for this ritual is 400.

# XI. RELIGION

In Dragon Quest there are two types of religion.

1. Those that use magic to simulate the actions of his god and to further its aims  
2. Worship of the Powers of Light. This religion can be viewed as anti-magic in many ways

Both types pay homage to the great spirits that exist in the DragonQuest world and are worshipped as gods.

## 106. MAGICAL RELIGIONS

It is up to the GM whether or not the gods described in this section are real, or just figments (all be it powerful) of their worshippers' imagination. However the GM wishes to see it, the priests and followers will accept the reality of their gods without question.

These religions use magic in their rituals to convince others of their power and validity. These religions can be viewed as pagan. This is distinct from religions worshipping the Powers of Light, but does imply that these religions worship the Powers of Darkness; some could be described as such, but by no means most.

### [106.1] The Gods began as weaker spirits

Gods started out as boundary spirits (see section [102.]), but came to be worshiped by sentient creatures. This gave them power, abilities and characteristics and allowed them to become intelligent beings who could act with limited free will. For creatures with already existing substance and power, such as elementals, this process was easier than for spirits of abstract ideas, such as those in [102.1] but by no means all started with this power. The gods will try to hide their beginnings in order to conceal their humble origins.

To become a god the spirit needs to attract followers, worshipers and priests to spread belief of the spirit. Once the PC of the spirit has reached 8 the spirit is self-aware and can plan its expansion, but cannot yet be considered god-like in terms of power (see section [106.5] for how characteristics are generated).

### [106.2] Gods can have multiple spheres of influence and characters called facets

Gods have abilities and responsibilities.

A god may have multiple areas where he is believed to have influence. These are the facets. For example a goddess of Nature will embody not just the beauty of Nature, but its fecundity and cruelty also. These are different facets of the

same goddess, and so will be worshiped in different ways and times. Priests will have different abilities depending on which of these facets he serves. Some times the facets will be similar enough to allow multiple facets to be worshipped in the same way and at the same time by the same priest. Other facets will be so different that their worship cannot be reconciled and they should be treated as different Gods for game rule purposes

### [106.3] Gods do not have complete control over themselves or their destiny

A god's character, form and abilities are a consensus of all their believer's ideas of the god. This includes those who believe but are opposed to that god. All of this leads to a god having multiple facets, once believers have enough differing views of what the god is and represents. This also leads to gods changing over several generations, some splitting others merging facets others ceasing to exist and new ones forming as beliefs change. For this reason a Player cannot (or it requires very careful thought) become a god and continue to play himself; he is now an amalgam of other entities beliefs about him. The God appears to have free will only because the gods are from such a complex source that they have complex personalities. But a god is incapable of doing anything that would contradict the majority of their believer's views of them.

### [106.4] Gods gain power from six sources

Power is measured in Alpha points and is generated ultimately from belief

1. **Belief:** Sentient beings who believe in a deity contribute 1 alpha point for every 200 believers per year. This is irrespective of whether the believer views the god favourably or not. An entity can believe strongly enough to generate power for MA Gods and spirits. The choice of what entities are supported by an individual is the GM's with consultation with the player.

2. **Ceremonies:** Successful religious ceremonies involving worship of a deity generate alpha point for that deity. This is at the rate of 1 alpha point for every 200 participants per hour of ceremony. A priest must officiate and counts towards the total. Initiates of that deity's religion (any facet) count double. The points generated are doubled if held on an area sacred to that facet of a deity (see [108.11] Ritual of Sanctifying Temple R-3), doubled if directed towards an idol or symbol of the facet ([108.11] Ritual of Sanctifying Object R-2), and doubled again if performed on a feast day of that facet. All bonuses are cumulative.

The points generated are rounded down, but if there are many ceremonies taking place at the same time (ie overlapping by at least ½ hour) they can be counted as one ceremony regardless of distance separating them.

All rituals in section [108.9] and [108.11] count as religious ceremonies

3. **Offerings:** Worshipers (initiated or un-initiated) can donate the equivalent of one week's income to the deity by a Offering Ritual (Q-4 [108.]). This offering generates one alpha point for the facet. It is the loss of something important to the worshiper that is generates the alpha points, the money, crops or animals sacrificed can be used any way the religion sees fit once the offering has been made.

4. **Sacrifice:** This is the sacrifice of a sentient with an MA value. The deity gains 10x the MA of the victim if, and only if, the sacrifice is a willing sacrifice. If unwilling the deity gains only 5x the MA (see [108.11] Ritual Sacrifice (R-1))

5. **The Dead:** A deity receives the number of Alpha point equal to the beings MA on that being's entry into the afterlife (double for initiates). The being must have believed strongly enough in that deity to generate Alpha points when alive, all gods believed in benefit. The God of the afterlife in that pantheon gains double the alpha points. What happens to that spirit in the afterlife depends on the prevailing views held by the believers on the afterlife

6. **Curses and Oaths:** The EN point cost for casting a major curse from a Pagan priest generates 10 alpha points for the deity named as executor of the curse. A normal curse results in 1 point. If named in an Oath the Deity receives 1 point (double if the Deity is well known as one that upholds oaths). If failure of the oath results in a curse the deity gains those points also

### [106.5] The god's Characteristics are based on the number of believers

Again the definition of believers is all who strongly believe in the god irrespective of whether they regard that god favourably or unfavourably  
PS, MD, AG, MA, EN, FT and WP: 1 characteristic point each for every 200 believers.

PC one point for every 500 believers. While on their own plain the God need only spend 1 alpha point for each characteristic point every 100 years. If they visit this world they spend alpha points at the rate of 1 alpha point for each characteristic point every 5 years. They can choose to inhabit a sanctified

idol ([108.11] Ritual of Sanctifying Object R-2) in which case they only pay 1 point per every 100 years for that portion of them they choose to project into in the idol

**[106.6] Worship need not be exclusive**

Most Gods share worshipers with other gods. They accept that an entity will come to them to worship at certain times and in response to certain needs. A deity will become upset however if an entity worships a rival god, or a sphere of influence of another god that overlaps with the god currently being asked for help. It is likely that aid asked for will not be granted, or withdrawn. There are some gods who are jealous and will be offended if any other god is given offerings. This is for the GM to decide

**[106.7] Most gods in DragonQuest follow these types**

The following god list is culled from myths, legends and ancient religions. It is meant to summarise the basic types of gods. The choice of name for these gods is up to the GM and he may want to add any gods he feels necessary for his world. Note that different cultures may stress different facets of the gods than those given here, and may assign different personalities to similar gods, or recognise that the same god has many personalities. Also many gods can be combined in one god, eg storm god and war god or a facet may be given separate god-head in different cultures. It is up to the GM to implement the gods as he sees them in his cultures, these are just guide-lines. Some example pantheons are given in section XII.

**1. Storm**

Facets: Thunder, wind, weather, war  
 Character: un-intelligent and friendly to vindictive and capricious  
 Spell types: Any air magic spells

**2. Fire**

Facets: War  
 Character: Fickle and dangerous  
 Spell types: Any fire magics

**3. Sea**

Facets: Sea, Sea storms, water, Sea monsters  
 Character: Fickle, jealous and dangerous  
 Spell types: Any water magics  
 Skills: Navigator

**4. Mother goddess**

Facets: Nature, creation, fertility, earth, motherhood, rebirth, healing  
 Character: The oldest god, Kind and generous if treated right,

but demands sacrifice of some form. Can be antagonistic towards men  
 Spell types: Nature orientated magics, especially earth magics and some black magics.  
 Skills: Ranger, Healer

**5. Moon goddess**

Facets: Female, love, lust, beauty, female knowledge, female warriors  
 Character: Cruel but lovely to honest warrior woman to slut  
 Spell types: Celestial magics.  
 Skills: Courtesan

**6. War**

Facets: Victory, Battle madness, heroism, luck in battle skills of war, hunting  
 Character: Heroic glory in battle, to cruelty  
 Spell types: Any damaging spell or enhancing weapons.  
 Skills: Weapon skills, Military Scientist

**7. Death**

Facets: Underworld, afterlife, disease, sleep, pain and release, rebirth, evil  
 Character: Cruelty to kind releaser  
 Spell types: Death spells possibly necromancer, depending on religion.  
 Skills: Assassin

**8. Evil**

Facets: Darkness, demons, death, night, fire, war, vice, cruelty, Thieves, unfair attack  
 Character: Out and out evil to its a dirty job but someone's got to do it  
 Spell types: necromancy, black magics, curses.  
 Skills : assassin

**9. Trickster**

Facets: Thievery, evil, intelligence spy  
 Character: Evil to useful, tolerated trickster  
 Spell types: illusions college of the mind, really just about any spell.  
 Skills: spy, thief

**10. Knowledge**

Facets: Intelligence, knowledge through hardship, poetry, song, music, magic, smithying, creation, healing  
 Character: Honest hard worker to holder of forbidden knowledge  
 Spell types: Shaping magics Namers.

Skills: any

**11. Justice**

Facets: Mercy, truth, fairness, vengeance  
 Character: Impartial judge to carrier out of doom  
 Spell types: Truth seeking certain mind spells, curses

**12. Sun**

Facets: Knowledge, light, goodness, leadership, rebirth  
 Character: Good, fair often the chief god  
 Spell types: Light spells, healing

**13. Leader**

Facets: Knowledge, justice, leadership  
 Character: leader can be wise and all seeing, or full of human failings  
 Spell types: just about any  
 Skills: Military Scientist

**14. Fate**

Facets: History, inevitable, death, luck,  
 Character: Neutral, all other gods bound by her  
 Spell types: not necessary

See section XII for some example pantheons

**107. PRIESTS OF MAGICAL RELIGIONS**

A priest of a magical religion has considerable advantages, such as social status. The chief one, however, is that he is allowed access to magic but with a socially acceptable moral face and code. He is accountable ultimately to his god. In many societies mages will be seen as irresponsibly dangerous but a priest with the same abilities could be seen as a pillar of society. This is, of course, culturally dependant and will not be true of all a GM's nations, races and religions. A downside is that he will have to conform to the expected behaviour of a priest of that religion, and have obligations to a religious group.

**[107.1] The Priest not only has a skill to learn but can also learn magical abilities.**

The magic abilities are detailed in section [108.]. These are ranked separately from the Priest skill. A priest may not be a member of a Magic College, and must renounce all non-religious Magic on becoming a priest.

**[107.2] Magical abilities can be gained as the priest advances in rank**

**and up the hierarchy of the religious organisation**

The magical abilities are only available once the priest has reached certain ranks.

Rank Abilities Available

0 Talents

3 General Knowledge Abilities

5 Special Knowledge Abilities

The Experience points for gaining the spells have to be paid before use. The experience points to achieve rank 0 is 2x the experience multiple.

The magical abilities are also dependant on the deity worshipped and/or pantheon.

The rank of Talents may not exceed 5x the priest skill rank (4 at rank 0), General knowledge spells and rituals 3x and special knowledge 2x the priest rank.

**[107.3] Priests must at all times be acting in accordance with the principles of the Religion**

Priests who fail to live up to the high standards of a religion or break its rules can be punished. The punishments (in order of severity) will include, but is not limited to:-

1. Reduced EXP awards by the GM for poor role-playing
2. The deity may refuse contact (as [107.8]) with the consequences stated
3. Loss of status within the religious organisation
4. Prevented from advancing in ranks (particularly the ranks where new magical abilities are gained)
5. Loss of ranks in religious abilities (if the priest drops to a rank below that required to access certain magic he may not use those abilities)
6. Loss of all ranks of religious abilities. The character is no longer a priest
7. Loss of all ranks of religious abilities and initiate status. The character is no longer a priest
8. Curses from the Religious organisation and/or the deity

Some of these can be restored by the performance of an act of penance, offering or heroic act that is commensurate with the original offence.

**[107.4] Priests may either officiate exclusively for one deity, several or may officiate of an entire pantheon**

This is dependant on the culture and pantheon. The rules, as presented here, are for a single deity. The rules for multiple deities in [107.12], the rules for a pantheon are in [107.13]

**[107.5] A priest may also benefit from reduced experience cost to increase ranks in another skill appropriate to his religion**

Temples, and other religious communities, dedicated to a deity will

provide training to a priest in other skills that a priest of that religion should have.

The skill choice is limited to the ones that a deity has an interest in, eg healing to a healing god. In addition to the reduction in experience point cost the cost in sp will be halved. A priest may benefit from this in only one skill and having once made the choice of skill he can never pay reduced cost to advance in another skills whilst a priest of that religion by this means (he may be trained in other skills by the temple, but pays full costs).

The procedure for a priest of a pantheon is different; instead bonuses are given to certain skill rolls see section [107.13].

**[107.6] A Priest may preach in order to influence a several beings at once**

A priest may influence up to 2+(2xRank) beings who can understand the language. Each being must make a willpower check at (10xRank) – (2xbeings WP). If the roll is less than this figure the being is charmed as The College of Ensorcelments and Enchantments Spell of Charming G1 [36.]. If the roll is over this chance the preaching has no effect. This skill may not be used in combat

**[107.7] A priest can collect followers.**

A priest may have up to WP followers. These must be individuals he has initiated personally. The priest must spend 12-Rank weeks seeing the intended initiates at least once a day before initiation. Once initiated they become that priest's followers. They must be active members of the religion; paying all dues to the temple, and placing an offering to the temple at least once a year. To retain them as followers the priest must be involved in a religious ritual (any in [108.9] or [108.11]) with them once a month. The priest need not officiate, but the ritual must be of the religion

The Priest gains +1 for every follower to all D100 success chances for performance of all priestly abilities. This includes rituals and spells gained from being a priest, but not other skills, even if gained at reduced cost due to the religion.

If a priest is to go on a long mission on behalf of the religion it can make arrangements so the priest will not be adversely affected by loss of contact

Followers make loyal companions, but can judge a priest's actions more harshly than a god would. If they decide to leave the priest's following they can do so by a simple declaration and the priest loses derived benefits immediately. The person can still be an initiate of the religion and my join another's following or no one's as they wish.

**[107.8] A priest is required to pay tribute to his religion frequently or risk losing contact with his deity.**

The tribute is some form of successful religious ritual performance (any ritual listed in [108.9] to [108.11]) at least once a month and successful prayer once a week. Failure to perform this function will result in a -15% penalty to all rolls of this skill as the priest has a weakened contact with the gods. The priest must then atone for his lapse by making an offering (see [108.9] Q-4) from his own pocket of one week's income per ritual or prayer missed.

**[107.9] A priest is required to devote a certain amount of time to studying the doctrines of his religion.**

A priest cannot attain the next rank until he has devoted at least (10 x rank he aims to get) hours studying the theology of the religion. He will be asked to attend an oral interview with priests of higher rank (or go through another form of test) to trial his knowledge and commitment. The chance to pass this exam is 50% + 2 per hour over the required amount of time. If he passes he may increase in rank. If he fails he may not increase, but may sit the test again in at least a month's time at no penalty, ie the experience point spent to gain the rank are not lost.

**[107.10] A priest does not need to achieve Rank with any additional languages, but certain religious functions require extra language Ranks.**

While a priest is not required to have any extra language skills, it is suggested that the priest be familiar with the spoken form of the Religious Common language at Rank 8, and the written form of the Religious Common language at Rank 7.

In addition, it is suggested that for a priest to rise above Rank 5, he must speak and read/write an extra two languages of his choice (preferably related to the area in which he serves), and that to rise above Rank 7, the priest must speak and read/write an additional two languages of his choice.

**[107.11] A priest must spend (50 x rank + number of followers) silver pennies per year towards upkeep of the temple, and the trappings and accoutrements appropriate to the religion.**

A temple is any structure or natural feature that is venerated by a religion and considered particularly sacred

If no temple exists, the cost is 20x (rank +number of followers) per year. He may generate income from his followers, at the rate of 10% of their income and any offerings they make to

the religion. If a priest fails to pay this amount offerings will be down 10%. A temple should increase the value of offerings, and should increase the number of worshippers to cover the additional cost of the temple.

**[107.12] In certain religions a priest may officiate in rituals for more than one Facet of a God or even more than one God.**

This is dependant on the pantheon and generally only occurs in societies that do not have the centres of population to allow the priests to specialise. If a priest wishes to become a priest for more than one god or facet of a god the following restrictions apply:

1. The priest must meet all requirements to be the Facet's or God's priest
2. The gods must be of the same pantheon
3. The gods must not be opposed
4. The priest must perform a Ritual Purification [108.9](Q-8) or [32.2] in between officiating in rituals for the different gods or using a talent or spell or ritual of different deities.
5. The priest has separate ranks for each of his deities, essentially they are separate skills. The priest chooses a main and one (or more) other deity. The skill in the other deities cannot exceed rank 3
6. The experience point cost for improve religious talents, spells and rituals is separate. Therefore these must be ranked individually for each god and the experience points to gain these spent individually. For example ranks gained in Payer for one god will not make gaining ranks in Payer for another god cheaper.
7. The priest may collect followers, but the limit for all followers of all religions is still his WP. The priest collects followers for his god individually. So, for example a priest may have 4 followers for one deity and 3 for another to a total of his WP, if his WP is 7 then he can have no more followers.
8. The rules of individual Gods and facets may prohibit this

The priest has a reduced obligation to contact the deity. At least one contact with any deity must be made as [107.8] and the contacts must be shared between the deities, but one contact of some form must be made at a minimum of once per month per god. The God will require that its festivals are observed. Failure to comply will result in the penalties of [107.8] to all religious success chances irrespective of deity. The same contact rules apply to retaining followers

All other restrictions and powers of priests remain unchanged

**[107.13] In certain religions a priest may officiate in rituals for all deities in a pantheon.**

This is dependant on the pantheon and generally only occurs in societies that do not have the centres of population to allow the priests to specialise. If a priest wishes to become a priest for an entire pantheon the following restrictions apply:

1. The pantheon must have a unified overall philosophy and this must be specified in the pantheon's description
2. The priest must perform a Ritual Purification [108.9](Q-8) or [32.2] in between officiating in rituals for the different gods or using a talent or spell or ritual of different deities.
3. The Priest will have one body of magic spells, talents and rituals. These are for all deities. Their use might be modified depending on what deity the priest chooses to serve at the purification ritual.
4. The skills appropriate to a deity will receive a bonus to their success chance depending on what deity the priest is purified for. This will be in the form of an effective increase in rank. If the priest is not ranked in that skill the priest gains no benefit. Generally this increase is at the cost of reduced effective ranks in other skills. There is no reduced experience point cost to advance in ranks for any skill
5. Followers are as [107.7], except that the followers may follow the priest in the rituals for all deities in a pantheon
6. Any contact with any deities of the pantheon count as contact for all the deities, but a deity will require that his festivals are observed

All other restrictions and powers of priests remain unchanged. Wherever individual deities are mentioned in the rules the pantheon should be substituted

**[107.14] Experience point cost chart**

Rank	Level
0	300
1	400
2	300
3	1000
4	1100
5	2000
6	3000
7	4000
8	5400
9	6800
10	9000

**108. RELIGIOUS MAGIC**

Non-magical or pagan religions use magic in their rituals, and the priest has to be the one that powers the rituals from his own fatigue, just as in normal spell casting. Therefore Magic Aptitude

is important to a priest as is fatigue. See Section XII. for example religions.

**[108.1] Magical religions are aligned with the entities**

**[108.2] Priests of magical religions use the talents, spells and rituals of their gods in their ceremonies**

The GM should choose from the total list of talents, spells and rituals ones that he considers appropriate for a priest of that religion. This selection is irrespective of college or alignment restrictions (see Section XII. for example pantheons).

**[108.3] The choice of spells must be appropriate and show respect to the god**

The priest may not have spells that, for example, would deny an ability of the god, eg Life Prolonging (R-2 College of Necromantic Conjurations) would be disrespectful to the God of the Dead, and could therefore not be used by a priest of that god. Similarly the entire College of Greater Summonings is out of bounds to followers of the Evil Gods. Not even all the abilities listed in this section should be given to a priest depending on the form of worship

The GM must make it known what spells are available to a priest of a deity's religion.

If a pantheon rather than an individual deity is worshipped the priest may choose a college for the pantheon. The success chance for individual spells may vary depending on what deity the priest has purified for (see section 108.9] Q-8)

**[108.4] All other spell use restrictions apply**

Other than the granting of free spell choice all other requirements must be met, such avoidance of cold iron, space to gesticulate and ability to speak. Before beginning each of the rituals in [108.9] and [108.11] the priest must have performed at least 10 minutes of Purification (Q-8) or 1 hour Ritual Purification [32.2].

**[108.5] The following additional modifiers apply to the functioning of magical religions**

Caster on a holy place for the Religion	+10
It is a high holiday of the Religion*	+20
It is a high holiday of the Powers of Light†	-20
Caster on a holy place for an Opposed Religion	-10
Caster on a consecrated ground	-20
Each point of MA over the minimum required to be a priest (note: MA over 15 gives no additional benefit)	+1

Plus others at the GM's discretion for each god

\* The GM should assign a day and night to the major feast of the deity. This will of course be known to the priest

† The GM must assign one day at least to the powers of light for their feast day. These days will be known to the priests

**[108.6] In addition to college magic there are special religious talents, spells and rituals**

As in colleges the spells and rituals of this section are divided into general and special knowledge. The priest also gains access to the Special Magical Preparations [32.]. Note that not all of these rituals will be available to all priests of all religions. The Religion must detail which of these are not allowable

**[108.7] Talents**

**1. Pray (T-1)**

This talent allows the caster to ask a yes/no question of his deity and to provide information. The GM must supply the information as if from the deity with the knowledge that a deity might lie to further its own ends. Certain Gods may give specific information, as stated in their description. The chance for success is

MA + PC + [5 × Rank].

This talent can be used to maintain contact with the deity with a success chance of 80+Rank. No aid can be asked for, but information can be given to the deity. This talent can be attempted only once a day. The Experience multiple of this talent is 50.

**[108.8] General knowledge spells**

**1. Bless / Curse**

See spells of other colleges. The spells Evil Eye (G-9 of the College of Enchantment and Enchantments), the Damnum Minutum (G-4 of the College of Black Magics) and backfire (see [30.]) results above a roll of 61 are minor curses

**[108.9] General knowledge rituals**

**1. Marriage ritual (Q-1)**

The priest creates a permanent empathic link between the two entities that works as the spell (G-4) Empathy of the College of Sorceries of the Mind [37.]. In addition to this, one partner will feel very strong emotions of the other at any distance. The priest may voluntarily break the effects of the ritual, or the ritual's effects may be broken by cruelty, infidelity (depending on religion) or long term arguments. If that is the case both partners suffer a minor curse. The ritual takes 1 hour to perform. Its base chance is the combined WP of willing entities plus the MA of the priest and 2 per rank. This ritual may only be performed once per person regardless of success and

failure. The experience multiple for the ritual is 300.

**2. Funeral Ritual (Q-2)**

The priest consigns the body of the departed to his last resting-place and the spirit any after-life he deserves. This makes the separation of the spirit and body permanent and so the person cannot be resurrected by a healer or raised by any magical means. This will also prevent the person becoming undead although the spirit may actively and passively resist with a chance equal to the WP when alive. This will not stop the body from being animated as a zombie or skeleton. This ritual will do nothing to the already undead, victims of R-1 Sacrifice ritual or necromancers who have performed the ritual of becoming undead (R-3) page 59. The body must be fresh, dead no more than a week, or preserved by a healer using the preserve dead skill. The ritual may be attempted only once per body. The base chance is 25+(5×Rank), takes 1 hour and has an experience multiple of 200.

**3. Baptism / Initiation Ritual (Q-3)**

The priest welcomes a new member to the religion, be it a baby, child on reaching a certain age or recent convert. The new initiate gains +1 to all success rolls on a D100 and + priest's rank (with the ritual) on any rolls to resist any charming or control spells cast by an adept or priest of another religion. The performance of this ritual on a would-be priest is an obligatory first step. The ritual's effects lasts all the being's natural life but is lost, with no penalty, if the initiate transgresses the religion's code of behaviour in a serious enough way or makes a public renunciation. If the transgression is minor this may be waved or any benefits of the ritual may be lowered or removed temporarily. The ritual can be re-cast but the initiate may not benefit from any future initiations.

Someone may be an initiate of several facets and gods but he does not gain any additional benefit (although the god does). The ritual takes 30-rank min with a chance of 30+(5×Rank). The experience multiple is 150.

**4. Offering (Q-4)**

The priest accepts a weeks worth of income from an individual. This calculation is difficult for non-moneyed societies, the equivalent should be assessed. For example a share of the crops able to keep the donator alive for a week or a hen that will provide one good meal and the equivalent of a weeks food worth of eggs. Where money is the medium offered, in most cases, an animal is purchased from the temple at this cost and then this animal is ritually killed (this can be combined

with an Ask the Gods Ritual (Q-7) or a Dedication Ritual (R-4), but not both). The individual supplying the offering hopes for aid from the deity. This may be ameliorating the displeasure of the Gods or gaining +1 per rank (with this ritual) on success chances in order to accomplish one particular task. The ritual takes 1 hour to perform and the success chance is 40% + MA +(2 x rank). The experience multiple is 75.

**5. Thanks-Giving Festival (Q-5)**

The Priest and worshipers give thanks to the deity for some service or continued service. All participants receive -10 on fright check rolls for 1 week after the ritual. The success chance is 50% + (3 x rank). The experience multiple is 50 and takes an hour to perform.

**6. Petition for aid (Q-6)**

The priest and congregation can ask a deity for aid. If successful all alpha points from the ritual go instead to the priest for him to use as a god would to change die rolls. Alpha points are unstable and the number halves every day unless used (for example day1 8 points, day2 4 points, day3 2 points, day4 1 point, day5 no points left). The god does not forgo its power lightly and how the points are used will be a matter of interest to the God. The success chance is MA + 5xRank and takes a minimum of 1 hour. Multiple ceremonies may take place. The god will almost certainly refuse to donate points from other overlapping ceremonies, but may do if he foresees great enough benefit. The experience multiple is 250

**7. Ask the Gods (Q-7)**

The priest may, by the sacrifice of an animal at least the size of an adult pigeon, ask a single yes/no question of his deity. The deity must answer if the ritual is successfully performed and must answer truthfully as far as it is able. Such questions are often asking for details of the past, advice for the future or whether such a course of action would lead to the disapproval of the god. The time taken to either examine the course of the death or the entrails of the animal is one hour. The success chance is 50 + 2 x Rank percent and the experience multiple is 150.

**8. Purification (Q-8)**

The priest must perform this ritual in order to officiate any of the rituals in [108.9] and [108.11] (except this one). The minimum time taken is 10minutes which confers no benefit to the performance of the subsequent rituals. If 1 hour is taken and for every hour thereafter the priest gains 1 to the success chance of all rituals and spells

for Rank + D10 hours. The maximum amount of time allowed is 12 hours during which time the priest may perform no other actions. If the ritual is performed on another instead of the priest this ritual acts as a Ritual Purification, the rules of [32.2] apply.

This ritual is also used to switch the deity being served of the priest is officiating for more than one deity (see [107.12] or [107.13]). At the beginning of the ritual the states what god he is to serve and, if successful, he is then purified for that god. He may then properly serve that god; officiate in rituals and draw power from that god. This lasts until the priest nominates another deity in a successful purification ritual.

The success chance is 70+rank and the experience multiple is 250

### 9. Exclusion (Q-9)

By the use of this ritual the priest removes all benefit from an individual from this religion (including initiation) and makes it impossible to benefit from future magic from this deity. In addition to this he suffers -Rank to all rolls from that point onwards. He will most likely be shunned by all his former co-religionists. The success chance is 3xMA+4xRank - WP of the victim (if he chooses to resist). The effects can be cancelled by simple declaration by the priest or a priest of a higher rank of the same religion. The experience multiple is 100 and takes 1 hour, the victim must be present for at least part of the ritual.

### 10. Oath Taking (Q-10)

By this ritual a priest is a witness to a divinely enforced oath.

Oaths have 3 parts

1. The action: The entity making the oath makes a promise to do something e.g. to tell the truth, be loyal or to revenge a death...
2. The Power: The priest calls on his Deity to enforce that promise
3. The Curse: The penalty if the promise is not fulfilled. This is a curse and can include a geas.

The Oath is often mutual, like a contract and must be voluntarily entered into by all parties involved.

The chance of success is 30+MA+4xRank, doubled if the facet of the Deity is particularly known for upholding truth and oaths (often the chief deity in a pantheon). The ritual takes 10 minutes and involves the sacrifice appropriate to the God invoked (a libation of wine if no sacrifices are accepted). If the oath is broken the curse automatically falls on the oath breaker. Technicalities are not accepted, neither are excuses. The curses may be removed, the MA of the curse is the MA + Priest Rank of the performing priest, doubled of the Deity is known for

upholding truth and oaths. The experience multiple is 150 experience points

### [108.10] Special Knowledge Spells

#### 1. Spell of Calling Avatar (S-1)

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE MULTIPLE: 700

BASE CHANCE: 1%

RESIST: Cannot be resisted

EFFECTS: The priest may ask for aid from an avatar (facet) of his god.

What aid the avatar gives depends on ability and will of a god he is a priest of, but what ever aid it does give it is unlikely to be in the form the priest expects. If the priest calls on aid too often he is liable to lose ranks and the god may demand a price for aid given, usually a Thanks-Giving or a Dedication ritual. The priest must be purified for the deity he is calling on if the religion is pantheistic.

If the god decides to appear in person an avatar will come. Avatars have all skills and spells appropriate to the religion at maximum rank and have statistic ranges of 20 to 50 (50 to 100 for FT). The appearance of the avatar is any the GM wishes to give, but the natural form is like the god in miniature (but still large by human standards).

#### 2. Major Curse

See [84.4] page 141

### [108.11] Special Knowledge Rituals

#### 1. Ritual Sacrifice (R-1)

The priest must sacrifice one being at the end of the ritual. If the being is a willing sacrifice the priest gains a number of points equal to the MA of the victim or half MA if unwilling. The priest may spend these points to increase his rank with any spell or ritual at the rate of 1 point for 1 Rank. After 24 hours the energy from the sacrifice has dissipated. To be a willing sacrifice the being must be sentient, unaffected by magic or drugs, know what is going to happen and not be threatened. Note that all non-sentient or unconscious beings are treated as unwilling. A victim may enter into a contract or oath (attitude at this time is important, not at sacrifice) offering himself as a sacrifice in return for a set period of time of good living as 'King'. The sacrificed individuals become revenants after death and are immune to the funeral ritual. The being is sacrificed whether or not the ritual proves successful. If this place is used regularly over 50 years (irrespective of success of the ritual) the area becomes Mana Rich. Similarly the weapon used to perform the ritual becomes charged with mana. It will cause D10-5 points of damage to Clerics of the Powers of Light and other Light aligned creatures on touch. This is in addition to any damage

from the weapon, if used as such. The success chance of the ritual is 30+(5xRank) and it may be actively or passively resisted. The ritual takes 24-Rk hours. If the ritual backfires the sacrificial victim becomes a Wight. The experience multiple of the ritual is 500.

#### 2. Ritual of Sanctifying Object (R-2)

The priest may make an object holy to a deity he is a priest of. This can provide an object where the deity can put part of his power in order to act on this plain in a safe, inexpensive way. It also can act as a focus for religious ceremonies in his honour.

A priest may sanctify an object with up to RK alpha points. These affect a die roll involving the use of the item any way the creator sees fit at the time of casting. The maximum change to the roll is RK on a D100 roll or Rank/5 in a D10 Roll (round down). For example a sword holy to a deity could have been sanctified by a priest with rank 10. It could therefore store 10 points and could give **1**) +10 to hit on a roll or **2**) give +2 to damage or **3**) +5 to hit and +1 damage. This change is permanent

An idol, made by a skilled artisan, can be used in this ritual. If successful the deity can place a portion of himself in it. The statue may then animate and the god act on this plane with no additional alpha point loss.

The time taken is one hour. But the item must be charged to full capacity before it can be used. The item is charged at the rate of  $\frac{1}{100}$  of the alpha points generated at a successful ceremony during which time it is the sole focus for the service. The success chance for this ritual is 30 + MA + 5x Rank - (10x the number of points to be stored) and this is rolled once the item is fully charged, not on completion of the ritual. A roll over the success chance is not a complete failure. If under 40 over the success chance the item is complete, but with fewer alpha points stored (reduce the number of points stored by 1 for every 10 failed by). In addition the item develops characteristics not intended by the caster decided by the GM. If over this number the ritual is failed with no further loss. If backfired the item is lost and may explode doing D10 + the number of points stored to any within 10 + Stored points feat.

Up to Rank conditions of use in order to receive the benefits can be placed on it at the time of first casting. For example a priest with Rank 10 in this ritual could make these conditions on its use: only by a believer of the deity, who is also an initiate of the deity, who is also a priest of the deity, only against non-believers and only on nights of the full moon and leave the other 5 conditions unset.

The experience multiple is 200

### 3. Ritual of Sanctifying Temple (R-3)

The priest may sanctify Rank  $ft^3$  of ground plus any trees, springs or building resting upon it. The ritual takes 1 hour to perform with a chance of  $(3 \times MA) + (5 \times Rank)$ . Performance of religious act of the religion on this ground gains a 10% bonus. Religious magic of other pantheons a 10% penalty. Profane magic and procedures of the Powers of Light are unaffected. This lasts for as long as regular worship takes place here (at least once a month).

The experience multiple for this ritual is 100

### 4. Dedication Ritual (R-4)

The priest may, by expending a minimum of 1 to a maximum of 3 hours undisturbed in this ritual; dedicate the life of a vertebrate. This must be pleasing to a god he is a priest of, in a manor appropriate (for example burning for a fire god, hunting for a hunting god or expending fatigue to heal a wounded animal for a healing god). The priest gains 2 to magic resistance and 3 to his magic aptitude per hour spent in the performance of the ritual. The priest may benefit only from one dedication ritual at one time. The effects of the ritual lasts for  $Rank + D10 \times \text{Number of hours spent in the performance of the ritual}$ . If this ritual is used regularly in the same place over 100 years the area becomes mana rich. The experience multiple for the ritual is 200.

From rank 10 a priest can, by spending  $10 - (1 \text{ for every } 3 \text{ ranks})$  hours, invest a weapon with one charge (and only one charge) that, if used upon a suitable target, will give a maximum of 2 to Magic resistance and 3 MA to the wielder. The manor of death and victim must still be pleasing to the god. The weapon must have given at least one effective blow during the combat in which the being dies. The discharge will not occur until an effective blow has been given. Whilst the investment is still on the weapon it counts as a magical weapon for the purposes of hitting creatures requiring magical weapons to damage them.

### 5. Ritual of Divination (R-5)

This ritual has two parts; 1) the prophetic and 2) the interpretation. During the prophetic phase the priest, (or another under the guidance of the performing priest), has some form of prophetic experience; such as a dream or they will writhe around and utter sayings. There is no control over this experience, but may specify a topic on which he wishes the prophesy to be about.

The interpretation of the ritual is

using the Astrologer skill (section [52.], sub sections [52.1] to [52.6] apply). If the person having the experience is a priest the number of entities affected may be increased as the god is aiding the prophesy, multiply the priest and astrologer rank together to find how many can be affected. From Ritual rank 11, and if the Astrologer skill is rank 10, predictions may be made that affect city size populations, rank 15 nations, 18 entire races and at 20 the entire world. If the person experiencing the prophetic dreams is not a priest the Astrologer may only make interpretations about that person. The Astrologer and the priest may be the same person, however the person experiencing may have difficulty remembering his utterings, in these cases interpretation is best done by another

The chance for success for the prophetic part is  $4 \times MA + 5 \times Rank$ , the chance for successful interpretation is as the Astrologer skill. The ritual lasts about 1 hour, longer if dreams are the method of prophesy, the experience multiple is 450.

### [108.12] All religious magic is inhibited by counterspells.

There is one counterspell per pantheon. These counterspells are known to adepts of the college of Naming Incantations and priests of that pantheon

## XII.

# EXAMPLE PAGAN PANTHEONS

These are all Pantheons of Pagan religions, that is they use magic in their religious rites. See Section XIII. for how a religion of the Powers of Light might be implemented

### 109. GRAECO-ROMAN PANTHEON

This is an example pantheon that may be used in your own campaign, modified or used as a basis of your pantheon. Only the principle facets of the principle deities are shown

The Greeks worshiped the Gods and Goddesses in this pantheon; later the Romans adopted many of these deities under their own names. The Romans stressed different facets as being important. In all cases where there are different names the Greek is given first. The Romans also had more gods(esses), their native deities were more mechanistic, there were petty gods for just about all activities.

The Chief god is Zeus who, with his wife Hera, heads this family of Gods. Often there are rivalries between these two, particularly concerning Zeus' infidelities. On the whole these Gods are quarrelsome and show very human failings

*Note: the holy days are only guides to the dates. The Athenian calendar was based on the phases of the moon and so does not correspond perfectly to dates in the Western calendar*

The Graeco-Roman Pantheon does not allow its priests to be a priest for more than one God, but may allow a priest to be a priest for more than one facet of the same God (as [107.12]) under exceptional circumstances

#### [109.1] Reading the deity descriptions

There is first a description of the deity his major interactions with other deities and major, or useful for a campaign, facets Then the facets of the god are described.

**Activity:** How willing the deity is to interfere in the mortal world, and whether the deity will make personal appearances or direct servants to do their work.

**Sacrifices:** If the deity will accept sacrifices, and the preferred form.

**Holy Day:** The feast day of the deity, the one where the bonuses to abilities are received

**Description:** Physical description, and description of objects accompanying the deity

**Character:** Description of the Character of the deity

**Worshippers and Priests:** Who the deity will accept as worshippers, initiates and priests, including priest's MA values and aspect

**Taboos:** Actions that the deity will find unacceptable in a worshipper.

**Favoured Actions:** Actions the God particularly appreciates

**Sacred Sites, Symbols and Animals:** Where temples might be found, what the holy symbol is and any sacred animals or plants

**Skills:** Skills a priest should have and one of which the priest can choose one of to pay less experience points to improve

**Magic:** Modifiers to magic performance

**Magic Abilities List:** The types of magic ability a priest could use, followed by specific example of talents, spells and rituals.

#### [109.2] Aphrodite

The worship of Aphrodite, Venus to the Romans, has only two facets; that of Love and Beauty. Love also includes friendship. The origins of Aphrodite are obscure; some say she is the daughter of Zeus and Dione, others that she was

born from the sea foam when Cronus's penis was thrown into it. She is the (unfaithful) wife of Hephaestus

#### Aphrodite – Goddess of Love and Beauty

This goddess is the goddess of all types of love. This can be a positive life affirming love, a destructive obsessive love, friendship or lust. Related to this is her facet of beauty. These facets are close enough for a priest to officiate and be an initiate of both facets with one skill.

**Activity:** According to believers she constantly interferes in the mortal world

**Sacrifices:** Aphrodite does not accept sacrifices, other than obsessive love.

**Holy Day:** 4<sup>th</sup> July

**Description:** She is the most beautiful of the Goddesses. She often appears with the lesser god Eros (cupid to the Romans) who is armed with the arrows of love (Treat being struck by one of these as taking a love potion made by an Alchemist of rank 20). Note: he can miss

**Character:** Vain with a malicious sense of humour. She is fickle.

**Worshippers and Priests:** Any sentient can be a worshipper and a priest, but those with a high PB are favoured. Priests and priestesses require a minimum MA of 8

**Taboos:** Not regarding her as the most beautiful is dangerous

**Favoured Actions:** being in love and being beautiful

**Sacred Sites, Symbols and Animals:** Temples to Aphrodite are found in Cities and towns. Swans, doves, dolphins, the pomegranate and the lime tree are sacred to her.

**Skills:** Priests pay ¾ cost to advance in the Courtesan skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Courtesan within temple. All major temples will have a Courtesan of this rank

**Magic:** There are no special modifiers to the performance of magic by priests of Aphrodite other than those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Aphrodite (this is in addition to the Talents and Rituals used in most religious festivals):-

Charms

Sexual Magic

**Talents:**

No extra

**General Knowledge Spells:**

Spell of Charming (G-1 Ensorcelments and Enchantments)

Spell of Mass Charming (G-7 Ensorcelments and Enchantments)

Spell of Empathy (G-4 Sorceries of the Mind)

Spell of Hypnotisms (G-5 Sorceries of the Mind)

Spell of Controlling Person (G-7 Sorceries of the Mind)

Spell of Virility (S-12) Black Magics)

**General Knowledge Rituals:**

Ritual of Binding Will (Q-1 Sorceries of the Mind)

**Special Knowledge Spells:**

Spell of Telepathy (S-2 Sorceries of the Mind)

**Special Knowledge Rituals:**

No extra

#### [109.3] Apollo

This is the worship of Apollo of the Greek pantheon. He is the son of Zeus and Leto and twin brother of Artemis.

Apollo has many facets:-

Apollo Pythia – The Prophet

Apollo Lukeios – Protector of Shepherds

Apollo - the Musician

Apollo - the Archer (Used for sport)

Apollo - the Healer

Phoebus Apollo – The God of Light

Apollo Nymphetes – Protector of Nymphs

All of these facets are too distant to be officiated by a single priest.

### Apollo Pythia – The Profit

This facet of the God provides prophecies to appellants. He is particularly helpful to those wishing to found colonies

**Activity:** Works through prophesies

**Sacrifices:** Accepted, animals only

**Holy Day:** 7<sup>th</sup> February

**Description:** Apollo appears as a clean shaven handsome young man with a tripod burning sweet smelling spices

**Character:** Generally fair and knowledgeable but he has reacted cruelly when he or his family has been insulted.

**Worshippers and Priests:** Any sentient can be a worshipper and a priest. Priests require a minimum MA of 10

**Taboos:** Telling of lies is not acceptable

**Favoured Actions:** Prophecy, and guidance

**Sacred Sites, Symbols and Animals:** Temples of Apollo are normally found in cities, but prophets inspired by Apollo can be found in very remote areas. The symbol of this facet of Apollo is the tripod burning sweet smelling spices. Anyone breathing in these fumes will fall into an instant sleep and will have a prophetic dream. Swans and laurel trees are sacred to Apollo.

**Skills:** Prophets and Priests pay ¾ cost to advance in the Astrologer skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Astrologer within temple. All major temples will have an Astrologer of this rank

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5]

Priest is in a trance +10

**Magic Abilities List:** The types of spells listed below will be used by a priest of Apollo Pythia (this is in addition to the Talents and Rituals used in most religious festivals):-

Divinatory Magic

Magic providing knowledge

Dooms

#### Talents:

Whicsight (T-1 Ensorcelments and Enchantments)

Sensitivity to Danger (T-3 Sorceries of the Mind)

Predict Weather (T-1 Air Magics)

Attunement to the Sprits (T-5 Shamanism)

#### General Knowledge Spells:

Spell of Location (G-8 Ensorcelments and Enchantments)

Spell of Extrasensory perception (G-1 Sorceries of the Mind)

Spell of Limited Precognition (G-2 Sorceries of the Mind)

#### General Knowledge Rituals:

Ritual of Creating Crystal of Vision (Q-2 Ensorcelments and Enchantments)

Ritual of Reading the Stars (Q-1 College of Celestial Magics)

#### Special Knowledge Spells:

Wizard's Eye Spell (S-10 Ensorcelments and Enchantments)

Spell of Telepathy (S-2 Sorceries of the Mind)

#### Special Knowledge Rituals:

Ritual of Magic Divination (R-1 Naming Incantations)

Ritual of Creeping Doom (R-2 Black Magics)

### Apollo – The Healer

The god of healers with his son Asclepius. In this facet he is concerned with all forms of healing, including spiritual, but he can also cause diseases to those who displease him

**Activity:** The god inspires and works through healers to bring relief to the mortal world

**Sacrifices:** Accepted, animals only

**Holy Day:** 7<sup>th</sup> August

**Description:** Apollo appears as a clean shaven handsome young man with a tripod burning sweet smelling spices

**Character:** Generally fair and knowledgeable but he has reacted cruelly when he or his family has been insulted.

**Worshippers and Priests:** Any sentient can be a worshipper and a priest. Priests require a minimum MA of 5 and must be Life aspected

**Taboos:** Doing unnecessary harm

**Favoured Actions:** Healing

**Sacred Sites, Symbols and Animals:** Temples of Apollo are normally found in cities. The symbol of this facet of Apollo is the tripod burning sweet smelling spices. Anyone breathing in these fumes will fall into an instant healing sleep. He will recover 1point of EN and 3 points of FT per 8 hours of sleep. Swans and laurel trees are sacred to Apollo.

**Skills:** Priests pay ¾ cost to advance in Healer. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Healer within temple. All major temples will have someone who can train to the highest rank

**Magic:** There are no special modifiers to the performance of magic by priests of Apollo other than those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Apollo the Healer (this is in addition to the Talents and Rituals used in most religious festivals):-

Removal of Curses

#### Talents:

No extra

#### General Knowledge Spells:

Spell of Healing (G-6 College of Earth Magics)

#### General Knowledge Rituals:

Remove Curse (Section [84.5])

#### Special Knowledge Spells:

Spell of Hypnotisms (G-5 Sorceries of the Mind)

note that this can only be used in its healing form, to remove mental illnesses, such as those produced from backfires

#### Special Knowledge Rituals:

No extra

### Apollo – The Musician

The god of Musicians and entertainers generally

**Activity:** The god inspires and works through entertainers to bring joy to the mortal world

**Sacrifices:** Accepted, animals only

**Holy Day:** 7<sup>th</sup> May

**Description:** Apollo appears as a clean shaven handsome young man with a lyre and plectrum

**Character:** Generally fair and knowledgeable but he has reacted cruelly when he or his family has been insulted.

**Worshippers and Priests:** Any sentient can be a worshipper. There are no priests of this facet

**Taboos:** Unfairly attacking entertainers. Not doing a performance – the show must go on

**Favoured Actions:** Entertaining and educating

**Sacred Sites, Symbols and Animals:** There are no temples to this facet of Apollo. The symbol of this facet is the Lyre. Anyone using this lyre will act as a troubadour 5 ranks higher (3 if unranked). Swans and laurel trees are sacred to Apollo.

**Skills:** There are no priests, instead all troubadours are regarded as representatives of this facet of Apollo

**Magic:** There is no magic associated with the worship of this Facet. However, troubadours may pray for help with a performance. Apollo receives Alpha points from any performance by a Troubadour as the rules in section [106.4]

**Magic Abilities List:**

#### Talents:

No extra

#### General Knowledge Spells:

No extra

#### General Knowledge Rituals:

No extra

#### Special Knowledge Spells:

No extra

**Special Knowledge Rituals:**

No extra

**Phoebus Apollo – The Light God**

This god is often represented by the separate god Helios. This god represents the sun and the optical illusions it can create

**Activity:** The sun is always present during the day

**Sacrifices:** Accepted, animals only

**Holy Day:** Summer Solstice

**Description:** Apollo appears as a clean shaven handsome young man. His head is surrounded by a shining halo.

**Character:** Generally fair and knowledgeable but he has reacted cruelly when he or his family has been insulted.

**Worshippers and Priests:** Any sentient can be a worshipper and a priest. Priests require a minimum MA of 12 and must be Sun aspected

**Taboos:** None in particular for this facet

**Favoured Actions:** Bringing light to dark places

**Sacred Sites, Symbols and Animals:** Temples of Apollo are normally found in cities, and are built open to the sky. The symbol of this facet of Apollo is the Sun disk. Swans and laurel trees are sacred to Apollo.

**Skills:** There are no skills particularly associated with this cult

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5]

During daytime on a clear day +10

During daytime on a cloudy day +5

During Night time -10

During a solar eclipse -20

**Magic Abilities List:** The types of spells listed below will be used by a priest of Phoebus Apollo (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Illusions

All Talents, Spells and Rituals from the College of Illusions are available

**Apollo Nymphetes – Protector of Nymphs**

Apollo also protects Nymphs and other Fairy Folk [70.2], to whom he can be a god.

**Activity:** This facet will intervene to aid Fairy Folk

**Sacrifices:** Accepted, including sentients

**Holy Day:** 7<sup>th</sup> August

**Description:** Apollo appears as a clean shaven handsome young man with a lyre and plectrum

**Character:** Generally fair and knowledgeable but he has reacted cruelly when he or his family has been insulted.

**Worshippers and Priests:** This facet accepts any sentient as worshippers. Only Fairy Folk with an MA of 12 can become priests

**Taboos:** Hurting Fairy Folk

**Favoured Actions:** Aiding Fairy Folk

**Sacred Sites, Symbols and Animals:** There are no temples to this facet of Apollo in the physical world. They exist in the realm of Faerie.

**Skills:** there are no skills particularly associated with this facet.

**Magic:** The modifiers listed in the College of Fay Magics (section [132.2]) apply to use of the spells, rituals and talents by a priest of Apollo Nymphetes as do those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Apollo Nymphetes (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Fay Magics

All Talents, Spells and Rituals from the College of Fay Magics are available

**[109.4] Ares**

Ares is the Greek god of war. He symbolises the worst facets of war, that of blood lust and fighting and the sake of

fighting. His Roman counterpart, Mars, is more honourable. Ares is the son of Zeus and Hera and chief lover of Aphrodite

**Ares - the god of War**

This the god of battle and battle madness

**Activity:** His believers say he is present at every battle for the love of sport, inspiring warriors

**Sacrifices:** Accepted, including Sentients

**Holy Day:** 1st March

**Description:** Ares is a handsome young man; however, he is vain and strutting. He is always armed, but will confine himself to light armour, preferring to kill than defend himself.

**Character:** He is the god of battle madness; he will fight at any excuse. He shows many of the failings of a young warrior, vain, boastful, impulsive and aggressive. He would not consider himself evil, but then he would not think about such things anyway.

**Worshippers and Priests:** Ares will accept any sentient as a worshipper, but will only help in areas involving physical combat. He only accepts ex-warriors as priests. Priests require a minimum MA of 5 and must be death aspected

**Taboos:** Making peace not war, however he does not hold a grudge and will support any side once war has rejoined. He does not favour the use of underhand tactics, but once battle has joined will often get carried away with fighting.

**Favoured Actions:** Physical Combat. Ares will often favour the combatant with the most prowess, not the one with the most right.

**Sacred Sites, Symbols and Animals:** Temples to Ares will be found in towns and cities. Battle sites with memorials to the dead are also dedicated to Ares.

**Skills:** Priests pay ½ cost to advance in weapon skills and ¾ cost to advance in Military Scientist. There is a 10% chance that there will be a rank 10 Military Scientist within temple. All major temples will have someone who can train to the highest rank

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5]

In Battle +20

During a Siege +10

During times of Peace -5

**Magic Abilities List:** Priests of Ares only use magic to enhance their weapons in order to be able to hit creatures not hit by normal weapons (this is in addition to the Talents and Rituals used in most religious festivals)

**Talents:**

No extra

**General Knowledge Spells:**

**1. Enhance Weapon**

*RANGE:* Touch

*DURATION:* Until discharged, max 10 minutes [+ 5 / Rank]

*EXPERIENCE MULTIPLE:* 300

*BASE CHANCE:* 30%

*RESIST:* May not be resisted

*EFFECTS:* The Adept may enchant the weapon to give the wielder either

+ 2 + (2 / Rank) extra chance to hit,

or + 1 + (1 / 3 Ranks or fraction) extra damage,

or + 1 + (1 / Rank) extra chance to hit and (1 / 4 Ranks or fraction) extra damage

The effects last until the weapon strikes the target, whether or not damage is inflicted, or the spell has exceeded its maximum duration. For beings only damaged by magic only the extra damage from the spell is done to the being

**General Knowledge Rituals:**

None, but for priest of this religion the Dedication Ritual (R-4 [108.11]) is a general knowledge ritual and the enchanted weapon can be made a rank 5.

**Special Knowledge Spells:**

No extra

**Special Knowledge Rituals:**

No extra

**[109.5] Artemis**

This is the worship of Artemis of the Greek Pantheon and Diana from the Roman.

Artemis was the Daughter of Zeus and Leto and twin sister of Apollo

This goddess has very divergent Facets only her divine powers allow the contradictions in this Goddess to exist

Artemis has four main facets

Artemis Agrotera - The Huntress

Artemis Potnia Theron - Wild Animals

Artemis Locheia - Protector in Child Birth and of Children

Artemis Selene – Goddess of the Moon

**Artemis Agrotera –The Huntress and**

**Artemis Potnia Theron - Protector of Wild Animals and Places**

In these two facets Artemis is the maiden hunter and the Maiden of wild places. These two facets are sufficiently similar to allow one priestess to officiate in ceremonies to both facets with one skill and initiations to both facets also

**Activity:** Personally active in the mortal World

**Sacrifices:** Accepted, including Sentients

**Holy Day:** 6<sup>th</sup> September

**Description:** An Avatar of Artemis appears as a tall, athletic and beautiful young woman. She is armed with a silver crescent bow (which cannot miss non-magically protected targets) and will always be accompanied by 10 to 20 hounds (treat as hell hounds). She may also appear as a doe, in which case there are no hounds

**Character:** In the guise of the Huntress and protectress of the Wilderness she is a stern un-compromising Goddess. She will accept nothing less than total devotion from her followers and will punish transgressors with unfair brutality. But in turn she will fiercely protect worthy worshippers.

**Worshippers and Priests:** Artemis will accept any Worshipers. The cult only accepts Priestesses but these may be of any sentient race. Male worshipers may not become priests of Artemis. In addition the Priestesses must be Virgins; if they cease to be virgins (by any cause) they are stripped of all status and ranks in magic and priest. They may continue to serve as priestesses of Artemis, but may only do so as priestesses of other facets of Artemis. If so they must start their training all over again. Priestesses require a minimum MA of 9

**Taboos:** Her own and her priestesses' purity is sacrosanct, any entity despoiling; Her, her priestesses, her animals or temples will be punished. As will any wayward priestesses.

**Favoured Actions:** Hunting is Favoured, but never more than is needed to cull an overlarge population or for food. Balance in an animal's population is needed and Artemis will punish greedy hunters.

**Sacred Sites, Symbols and Animals:** The holy symbol is a Crescent Moon. Deer, particularly a does, are the sacred animal of this cult. Temples are never sited in towns or cities, but always in wooded areas that provide good hunting. Built temples are rare and temples normally consist of sacred groves, particularly with pools in them

**Skills:** Priestesses pay ¾ cost to advance in Ranger skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Ranger within temple. All major temples will have a Ranger of this rank

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5]

City	-5
Open Woodland	+5

**Magic Abilities List:** The types of spells listed below will be

used by a priestess of Artemis (this is in addition to the Talents and Rituals used in most religious festivals):-

Magics involving animals

Magics that aid hunting

Magics that can detect and remove un-natural entities

**Talents:**

Communicate with lesser beasts (T-1 Lesser Summonings)

**General Knowledge Spells:**

Spell of Eagle Eyes (G-1 Shamanism) *Note: the priestess' eyes remain unchanged and a trance is not required*

Spell of Wolf Sense (G-2 Shamanism) *Note: the priestess' nose remains unchanged and a trance is not required*

Spell of Cat Hearing (G-3 Shamanism) *Note: the priestess' ears remains unchanged and a trance is not required*

Spell of Bat Ears (G-3 Shamanism) *Note: the priestess' ears remains unchanged and a trance is not required*

Spell of Controlling Animals (G-6 Sorceries of the Mind)

Spell of Blending (G-4 Earth Magics)

Spell of Walking Unseen (G-5 Earth Magics)

Spell of Detecting Traps and Snares (G-7 Earth Magics)

Spell of Tracking (G-11 Earth Magics)

Spell of Controlling Animals (G-6 Sorceries of the Mind)

Spell of Blending (G-4 Earth Magics)

Spell of Walking Unseen (G-5 Earth Magics)

Spell of Detecting Traps and Snares (G-7 Earth Magics)

Spell of Tracking (G-11 Earth Magics)

**General Knowledge Rituals**

Ritual of Summoning Animals (Q-1 Earth Magics)

Priestesses may not perform the Marriage ritual

**Special Knowledge Spells**

Spell of Binding Animals (S-9 Earth Magics)

Spell of using Animal Senses (S-9 Lesser Summonings)

Bear Strength (S-5 Shamanism) *Note: the priestess' skin remain unchanged and a trance is not required*

Cheetah Speed (S-6 Shamanism) *Note: the priestess' skin remain unchanged and a trance is not required*

Wolf Endurance (S-7 Shamanism) *Note: the priestess' skin remain unchanged and a trance is not required*

Animal Form (S-1 Shamanism) *Note: a trance is not required*

Spell of Banishment (S-6 Rune Magics) *Note: the use of rune sticks is not required*

Spell of Animal Growth (S-7 Earth Magics)

**Special Knowledge Rituals**

No extra

**Artemis Selene – Goddess of the Moon**

This facet has often been seen as a separate goddess, Selene. She is the Goddess of the moon and some women's rites

**Activity:** Personally active in the mortal World

**Sacrifices:** Accepted, including Sentients

**Holy Day:** The new moon closest to the 16<sup>th</sup> April

**Description:** This avatar of Artemis changes with the phase of the moon. When the moon is full she appears as a tall, athletic and beautiful young woman with an extremely pale face. When the moon is full she is a mature, but still attractive woman. At the old moon she is a hag

At all times she is armed with a silver bow (which cannot miss non-magically protected targets) in the shape of a crescent moon

**Character:** In this facet during the first half of the phase she is extremely promiscuous. In the second half of the phase she is cantankerous.

**Worshippers and Priests:** Artemis will accept any worshippers. The cult only accepts Priestesses but these may be of any sentient race and need not be virgins. Male worshippers may not become priests of Artemis. Priestesses require a minimum MA of 12 and must be moon aspected

**Taboos:** Behaving disrespectfully to women will attract her attention

**Favoured Actions:** Standing up to male domination.

**Sacred Sites, Symbols and Animals:** The holy symbol is a Crescent Moon.

**Skills:** There are no particular skills associated with this facet of the Goddess.

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5]

Night time	+10
Day time	-10
During a solar eclipse	+20
During a lunar eclipse	-15

**Magic Abilities List:** The types of spells listed below will be used by a priestess of Artemis (this is in addition to the Talents and Rituals used in most religious festivals):-

Spells from the College of Celestial Magics

All Talents, Spells and Rituals from the College of Celestial Magics are available. The religion is not split into Star, Dark and Shadow, but the magic procedures that can be performed depend on the phase of the moon. Most spells can be cast at anytime. When there is no moon or the moon is a thin crescent ( $\frac{1}{3}$  of the moon's cycle) the priestess may in addition perform procedures available to Dark mages. When the moon is at its brightest (another  $\frac{1}{3}$  of the moon's cycle) the priestess may act as a Star mage. The other times, when the moon is approximately half, the Priestess can cast as a Shadow Weaver.

The dark sphere can only be summoned on nights when there is no moon.

The modifiers of the College do not apply.

#### [109.5] Athena

The worship of Athena is Greek, particularly within the city of Athens. The closest Romans goddess is Minerva.

She sprang fully armed out of Zeus' head after it was split open by Hephaestus. She is the daughter of Zeus and Metis, but was swallowed by Zeus as he feared a son would be mightier than himself.

Athena has three main facets

Athena Nike – Goddess of Victory in Defensive War

Athena – Goddess of Knowledge and Skill. This is the facet shared with Minerva

Athena – Patron of the city of Athens. This facet is not of use unless there is an equivalent city in the world.

#### Athena Nike - Goddess of Victory in Defensive War

Unlike Ares the Facet represented here is combat in order to maintain oneself against an aggressor.

**Activity:** Athena is active in the mortal world

**Sacrifices:** Accepted, animals only

**Holy Day:** 24<sup>th</sup> May

**Description:** Athena is a warrior maiden; she appears fully armed with spear sword and shield. This shield is the Aegis, which will increase defence by 10% per rank. Her helm is as described in Arcane Wisdom

**Character:** Athena is generally a fair minded goddess

**Worshippers and Priests:** Athena will accept any worshippers and accept any sentient as Priests. Priests require a minimum MA of 8.

**Taboos:** Aggressive actions, particularly against civilians, especially women and children

**Favoured Actions:** Protecting the innocent

**Sacred Sites, Symbols and Animals:** Temples to Athena will normally be found in cities. Her favoured animal is an owl and her symbol is the Aegis Shield, with a gorgon's head on it.

**Skills:** Priests pay  $\frac{1}{2}$  experience point cost to advance in any shield rank and may achieve 2 ranks higher than the normal maximum (the experience cost is as to reach the last rank).

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5]

Combat where the priest is not the attacker	+5
Combat where the priest is the attacker	-5
Defender in a siege	+5

**Magic Abilities List:** The types of spells listed below will be used by a priestess of Athena (this is in addition to the Talents and Rituals used in most religious festivals):-

Shielding

Protecting

To avoid Combat

**Talents:**

Witchsight (T-1 Ensorcelments and Enchantments)

Sensitivity to Danger (T-3 Sorceries of the Mind)

**General Knowledge Spells:**

Spell of Invisibility (G-8 Ensorcelments and Enchantments)

Force Shield Spell (S-6 Sorceries of the Mind)

Mind Cloak (G-3 Sorceries of the Mind)

Spell of Shadow Form (G-4 Celestial Magics)

**General Knowledge Rituals:**

Ritual of Creating Sleep dust (Q-3 Ensorcelments and Enchantments)

**Special Knowledge Spells:**

Web of Entanglement (S-5 Ensorcelments and Enchantments)

Spell of Enchanting Armor (S-9 Ensorcelments and Enchantments)

Wall of Stone Spell (S-12 Earth Magics)

**Special Knowledge Rituals:**

No extra

#### Athena - Goddess of Knowledge and Skill

This is the Goddess responsible for arts, knowledge, skills (particularly those associated with women) industry and wisdom. To the Romans she was Minerva

**Activity:** Athena is active in the mortal world

**Sacrifices:** Accepted, animals only

**Holy Day:** 24<sup>th</sup> May

**Description:** Athena is a warrior maiden; she appears fully armed with spear sword and shield. This shield is the Aegis, which will increase defence by 10% per rank.

**Character:** Athena is generally a fair minded goddess

**Worshippers and Priests:** Athena will accept any worshippers and accept any sentient as Priests. Priests of this facet require a minimum MA of 12.

**Taboos:** Sloppy work

**Favoured Actions:** Performing work diligently and well. Telling Athena through prayer a true name is also favoured.

**Sacred Sites, Symbols and Animals:** Temples to Athena will normally be found in cities. Her favoured animal is an owl and her symbol is the Aegis Shield, with a gorgon's head on it.

**Skills:** Priests pay 90% experience point cost to advance in any skill rank. In addition to this they may train at half SP cost in a temple. This is for only one skill and which one it will be must be decided at the time the character first becomes a priest. There is a 3% chance that a temple will have someone with the desired skill at rank 10. Major temples will 30% of the time have someone who can train to the highest rank.

**Magic:** There are no special modifiers to the performance of magic by priests of Athena Goddess of Knowledge and Skill other than those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Athena Goddess of Knowledge and Skill (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Naming Incantations

All Talents, Spells and Rituals from the College of Naming Incantations are available. Athena knows the individual true name of all initiates and many other individuals. She may be persuaded to reveal these names to priests in response to payer. This use will be closely monitored by Athena, and miss-use punished

#### [109.7] Demeter

Demeter is the Daughter of Cronus and Rhea and sister of Zeus, by whom she had a daughter; Persephone

She is the Greek Earth Goddess known to the Romans as Ceres

### Demeter- The Earth Goddess

Demeter is the goddess of the fruitful earth and has brought the skills of Agriculture to mankind. However she is also aware that fertility requires death and decay.

**Activity:** Works to ensure crops and animals are fertile, but she is not personally active

**Sacrifices:** Encouraged, including sentients

**Holy Day:** 13<sup>th</sup> October

**Description:** Demeter is a mature woman, generally seated. Her appearance changes with the seasons, during the winter months (when her daughter is away), she is old and grieving and during the summer months she is young and happy.

**Character:** During the months of winter Demeter is at her most demanding and dark. During the summer she is giving and generous

**Worshippers and Priests:** Demeter will accept any worshippers but will accept only females as Priestesses and initiates. Priestesses of Demeter require a minimum MA of 12

**Taboos:** Not performing appropriate sacrifice, this will include self sacrifice in an adventure situation

**Favoured Actions:** Self sacrifice; this does not necessarily include death, but can be loss, or placing oneself in danger for the sake of others.

**Sacred Sites, Symbols and Animals:** Demeter can be worshipped in sacred groves. Fruits and torches are the sacred symbols of Demeter.

**Skills:** Priestesses pay ¾ cost to advance in the Beast Master skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be someone able to train in this skill to rank 10 within temple. All major temples will have someone of this rank

**Magic:** The modifiers listed in the College of Earth Magics (section [43.]) apply to use of the spells, rituals and talents by a priestess of Demeter

**Magic Abilities List:** The types of spells listed below will be used by a priestess of Demeter (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Earth Magics

All Talents, Spells and Rituals from the College of Earth Magics are available. During the winter (¼ of the year) the Priestess acts as a Druidic Earth Adept. In the spring, summer and autumn a Pacifistic Earth mage

### [109.8] Hades

Hades is the son of Cronus and Rhea and brother of Zeus. He married (by force) Persephone daughter of Demeter and Zeus. He has dominion over the underworld, which he won by drawing lots with Zeus and Poseidon. He gathers the souls of the dead in his dark realm. To the Romans he is known as Pluto

### Hades – Lord of the Underworld

Hades is the god of the dead and the underworld.

**Activity:** All will come to him eventually, so he has little need to venture into the mortal world

**Sacrifices:** Encouraged, animals only

**Holy Day:** Autumn Equinox

**Description:** A dark sombre king sitting on an ebony throne. He bears a sceptre and a helmet which will make him invisible at will. He is attended by many loyal servants, such as Chiron and Cerberus.

**Character:** Dark stern and unforgiving, some exceptional individuals have touched his heart, but they are few.

**Worshippers and Priests:** Hades will accept any worshippers and accept any sentient as Priests. Priests of this god require a minimum MA of 12 and must be death aspected.

**Taboos:** None in particular

**Favoured Actions:** None in particular

**Sacred Sites, Symbols and Animals:** Deep dark caves and caverns are said to lead to the underworld and some small temples may be found there. Black sheep are favoured sacrificial animals and the narcissus and the cypress favoured plants.

**Skills:** Priests pay ¾ cost to advance in the Assassin skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be someone able to train in this skill to rank 10 within temple.

Priests may not be healers, and lose any healer ranks on becoming a priest

**Magic:** The modifiers listed in the College of Necromantic Conjurations (section [45.]) apply to use of the spells, rituals and talents by a priests of Hades in addition to those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Hades (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Necromantic Conjurations

All Talents, Spells and Rituals from the College of Necromantic Conjurations are available, with the exception of the ritual of Life Prolonging (R-2)

### [109.9] Hephaestus

Hephaestus is the son of Zeus and Hera. One of them, in a fit is displeasure, threw Hephaestus from mount Olympus because (or this was the cause), he was weak and lame. He was married to Aphrodite, but this union proved disastrous and he later re-married to Aglaea, one of the charities.

Hephaestus is a god of fire, particularly a forge fire and as such he is also a great smith and shaper. The Romans know him as Vulcan.

Hephaestus has two main facets

Hephaestus – The Smith

Hephaestus – The god of Fire

### Hephaestus – The Smith

In this facet he has created many ingenious, magical, beautiful and useful objects for the Gods.

**Activity:** Some of his items could be in the mortal world, other than that he keeps to his forge

**Sacrifices:** Finely made artefacts (including magical). These are not destroyed, but kept by the temple

**Holy Day:** 28<sup>th</sup> October

**Description:** Hephaestus is lame and often needs a stick to walk with. In addition to this hunched over the forge has given him a crooked back. He is described as having a smoke blackened, ugly face

**Character:** Hephaestus is utterly absorbed in his work and will only notice things as far as they impinge upon it. He will react favourably to helpers, but angrily to those who get in his way

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** Not finishing a task or performing it below abilities

**Favoured Actions:** Inspired craftsmanship

**Sacred Sites, Symbols and Animals:** Temples can be found in cities, particularly ones with a tradition of craftsmanship. There are no particular animals associated with him, but his symbol is the hammer or anvil

**Skills:** Priests pay ¾ cost to advance in Mechanician. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be someone with rank 10 within temple. All major temples will have someone who can train to the highest rank

**Magic:** There are two forms of priest dedicated to this facet of Hephaestus, these who follow Ensorcelments and Enchantments and the Shaping Magics. The priest on entering the priesthood must decide which path to follow. The modifiers listed in the College of Shaping Magics (section [91.] Arcane Wisdom) or the College of Ensorcelments and Enchantments [36.] apply to use of the spells, rituals and

talents by a priests of this facet of Hephaestus in addition to those listed in [108.5].

**Magic Abilities List:** The types of spells listed below will be used by a priest of this facet of Hephaestus (this is in addition to the Talents and Rituals used in most religious festivals):- Magic from the College of Shaping Magics OR Magic from the College of Ensorcelments and Enchantments

All Talents, Spells and Rituals from the College of Shaping Magics are OR from the College of Ensorcelments and Enchantments are available

### Hephaestus – The god of Fire

This is the god of volcanoes and fire in its destructive form.

**Activity:** It is said that he is present and directly responsible for every eruption.

**Sacrifices:** Accepted, including sentients

**Holy Day:** 28<sup>th</sup> October

**Description:** Hephaestus is lame and often needs a stick to walk with. In addition to this hunched over the forge has given him a crooked back. He is described as having a smoke blackened, ugly face

**Character:** Most of the time he is placid, but he has a short temper which can 'erupt' without warning.

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** none in particular

**Favoured Actions:** none in particular

**Sacred Sites, Symbols and Animals:** Temples can be found in cities. There are no particular animals associated with him; his symbol is the hammer or anvil

**Skills:** There are no particular skills associated with this facet of the God

**Magic:** The modifiers listed in the College of Fire Magics (section [42.]) apply to use of the spells, rituals and talents by a priests of Hephaestus in addition to those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Hephaestus (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Fire Magics

All Talents, Spells and Rituals from the College of Fire Magics are available, except R-1 Ritual of Summoning and controlling Fire Elemental

### [109.10] Hera

Hera is the daughter if Cronus and Rhea and the sister and wife of Zeus. She is a long-suffering wife, but not above acts of revenge, particularly the innocent offspring.

This is the worship of Hera of the Greek pantheon and Juno of the Roman.

Hera has one main facet

Hera – Goddess of Marriage and Child Birth

### Hera – Goddess of Marriage and Child Birth

She aids and protects women in childbirth and helps women in marriage.

**Activity:** Hera can be roused to taking an important part in events on the mortal world through intermediates

**Sacrifices:** Accepted, animals only

**Holy Day:** 26 January

**Description:** A beautiful, but solemn woman with large eyes

**Character:** Vengeful

**Worshippers and Priests:** Any sentient can be a worshipper, however only females can be initiates or priestesses. Priestesses require a minimum MA of 7

**Taboos:** Infidelity

**Favoured Actions:** Faithfulness in marriage

**Sacred Sites, Symbols and Animals:** Temples to Hera are found in all settlements. Her symbols are the diadem and a veil and her sacred animals the peacock, cow and crow. She is also associated with the pomegranate, a symbol of marriage

**Skills:** Priests pay ¾ cost to advance in the home building

skills associated with a married woman, there are not skills that can normally be used on an adventure.

**Magic:** There are no special modifiers to the performance of magic by priestesses of Hera

**Magic Abilities List:** The types of spells listed below will be used by a priest of Hera (this is in addition to the Talents and Rituals used in most religious festivals):-

Vengeance (curses are favoured)

Spying

Promoting married Love

Child Birth

### Talents:

Witchsight (T-1 Ensorcelments and Enchantments)

### General Knowledge Spells:

Spell of Walking Unseen (G-4 Ensorcelments and Enchantments)

Evil Eye Spell (G-8 Ensorcelments and Enchantments)

Spell of Empathy (G-4 Sorceries of the Mind)

Spell of Blessing on Unborn Child (S-11 Black Magics)

*Note: the child may only be blessed*

### General Knowledge Rituals:

No extra

### Special Knowledge Spells:

Wizard's eye Spell (S-10 Ensorcelments and Enchantments)

Spell of Night Vision (S-2 Black Magics)

Spell of Blessing or Curse on Unborn Child (S-11 Black Magics) *Note: The Child can also be cursed*

### 4. Spell of Fertility

**RANGE:** 15 feet

**DURATION:** 1day

**EXPERIENCE MULTIPLE:** 200

**BASE CHANCE:** 30%

**RESIST:** May not be resisted

**EFFECTS:** The spell is cast over any target (adult female only) of the priestess's choice within range and increases the target's chance of becoming pregnant by 5 + 5 per Rank. In addition the target moves into the fertile part of her cycle.

### Special Knowledge Rituals:

No extra

### [109.11] Hermes

Hermes is the son of Zeus and the nymph Maia, to the Romans he is Mercury.

Hermes has two facets which can be combined

Hermes – Messenger and Herald of the Gods

Hermes – the Merchant

All are related by travel involving some form of risk.

### Hermes – Messenger and Herald of the Gods

#### Hermes – the Merchant

These facets all encompass all the dangers and opportunities that travel may contain. A political traveller, such as a herald may also be a spy, both need protection. A thief has to travel into risk, particularly if theft of animals is involved.

A merchant has to travel, often leading risk of loss of goods, or even of life. All of these travellers are protected and encouraged by Hermes. The facets are close enough for a priest to be able to officiate for both facets with one skill.

**Activity:** Hermes is not particularly active in his own right, but his speed makes him an ideal servant of the gods, delivering messages and objects to those the gods wish to aid or punish.

**Sacrifices:** Accepted, animals only

**Holy Day:** 20<sup>th</sup> November

**Description:** Hermes appears to be a young man wearing his famous winged cap or sandals. He often has his winged staff with him with snakes or ribbons wrapped round it with him to symbolise his protected status as herald. However Hermes is a master of disguise and can appear to be anyone he wishes.

**Character:** This god has a sense of mischief and fun.

**Worshippers and Priests:** Any sentient can be a worshipper. Priests require a minimum MA of 10

**Taboos:** Attacking a herald or traveller. Refusing aid to one such will also be disapproved of.

**Favoured Actions:** Aiding a herald or traveller, taking risk to gain reward

**Sacred Sites, Symbols and Animals:** Temples can be found in cities with a strong mercantile or political tradition. His symbol is the winged staff.

**Skills:** As Hermes is such a changeable god priests may choose one from Hermes' skills to pay ¼ cost to advance in either Merchant, Navigator, Troubadour, Spy or Thief. In addition to this they may train at half SP cost in a temple in that skill. There is a 5% chance that there will be someone with rank 10 within temple a 50% chance that a major temple will have someone who can train to the highest rank

**Magic:** There are no special modifiers for the performance of magic in the name of these facets of Hermes other than those listed in [108.5],

**Magic Abilities List:** The types of spells listed below will be used by a priest of Hermes (this is in addition to the Talents and Rituals used in most religious festivals):-

Speed  
Deception  
Disguise  
Illusion  
Protection

**Talents:**

Sensitivity to Danger (T-1 Sorceries of the Mind)  
Detect Aura (T-1 Earth Magics)

**General Knowledge Spells:**

Spell of Walking Unseen (G-4 Ensorcelments and Enchantments)  
Spell of Mass Charming (G-7 Ensorcelments and Enchantments)  
Spell of Quickness (S-12 Ensorcelments and Enchantments)  
Visual Illusion Spell (G-2 Illusions)

**General Knowledge Rituals:**

No extra

**Special Knowledge Spells:**

Ventriloquism Spell (S-1 Ensorcelments and Enchantments)  
Spell of Opening (S-3 Ensorcelments and Enchantments)  
Wizard's Eye Spell (S-10 Ensorcelments and Enchantments)  
Force Shield Spell (S-6 Sorceries of the Mind)

**Special Knowledge Rituals:**

No extra

**[109.12] Poseidon**

Poseidon is the son of Cronus and Rhea and the brother of Zeus and Hades. To the Romans he is the god Neptune. He won mastery of the seas by drawing lots with Zeus and Hades. Poseidon has two main facets  
Poseidon – God of the Waters  
Poseidon – Earth Shaker

**Poseidon – God of the Waters and Poseidon – Earth Shaker**

This is the god of all liquid water, from a spring to the ocean and all who travel on them. He also can make the earth shake like the ocean, so a priest to Poseidon can officiate for both facets with one skill

**Activity:** He is very active, but will seek to influence events by storms and earthquakes rather than personal appearances, but he will appear if the situation demands.

**Sacrifices:** Accepted, including sentients

**Holy Day:** 8<sup>th</sup> December

**Description:** He appears as a mature, powerful man, often riding in a foam-horse drawn chariot. His favoured weapon is

a trident that can attack three human sized entities in adjacent hexes with one, un-modified, strike chance.

**Character:** He is as temperamental as the sea, placid and helpful to raging and destructive

**Worshippers and Priests:** Any sentient can be a worshipper. Priests require a minimum MA of 12

**Taboos:** There are a great many traditions abounding in mariners tails, particularly about women on ships and the destruction of sea-birds, these should be heeded

**Favoured Actions:** Observing taboos

**Sacred Sites, Symbols and Animals:** Temples to Poseidon are often on sea headlands or in ports. The trident is Poseidon's favoured weapon and symbol. Dolphins are sacred to him.

**Skills:** Priests pay ¼ cost to advance in Navigator. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be someone with rank 10 within temple. All major temples will have someone who can train to the highest rank

**Magic:** The modifiers listed in the College of Water Magics (section [41.]) apply to use of the spells, rituals and talents by a priests of Poseidon in addition to those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Poseidon (this is in addition to the Talents and Rituals used in most religious festivals):-

Spells from the College of Water Magics.

All Talents, Spells and Rituals from the College of Water Magics are available, with the exception of the Ritual of Summoning and Binding Water Elemental (R-1)

Priests also receive the special knowledge spell Earth Tremor Spell (S-22 college of Black Magics) as a special knowledge spell.

**[109.13] Zeus**

Zeus is the son if Cronus and Rhea and the brother of Poseidon and Hades, he is the husband of Hera

This is the worship of Zeus of the Greek pantheon and Jupiter of the Roman.

Zeus is the chief god of these pantheons and is accorded some respect for his position.

Zeus has a few similar facets

Zeus the Father – God of Fatherhood

Zeus the Leader – God of the Fatherland

Zeus the Judge – God of Justice

Zeus the Thunderer – God of Storms

**Zeus the Father – God of Fatherhood and Zeus the Leader - God of the Fatherland and Zeus the Judge – God of Justice**

These facets all have the similar theme; that of fatherhood of the family or the country by the setting of good, firm discipline. A priest can officiate in all rituals in honour of these three facets of Zeus with one skill

**Activity:** Works through leaders and fathers by guiding them in the ways of leadership

**Sacrifices:** Accepted, animals only

**Holy Day:** 23 February

**Description:** Zeus appears as a bearded powerful mature man. He will be accompanied by an eagle. This eagle should be treated as great eagle but double all statistics and size. It has the power of speech and regularly reports back to Zeus the events of distant places

**Character:** Generally fair, but firm. He appears to be going through a permanent mid-life crisis and will react favourably to beautiful women

**Worshippers and Priests:** Any sentient can be a worshipper but only male worshippers can be a priest. Priests require a minimum MA of 8

**Taboos:** Attacking eagles, not sticking to rules, especially when self imposed

**Favoured Actions:** Bringing order out of chaos

**Sacred Sites, Symbols and Animals:** Temples of Zeus are found in cities. The symbol of Zeus is the thunderbolt and the eagle is his sacred animal

**Skills:** Priests pay ¾ cost to advance in the Military Scientist skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be someone able to train in this skill to rank 10 within temple. All major temples will have someone of this rank

**Magic:** There are no special modifiers for the performance of magic in the name of these facets of Zeus other than those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of these facets of Zeus (this is in addition to the Talents and Rituals used in most religious festivals):-

Magic providing knowledge

Magic influencing the actions of others

True Speech Compulsion (section [79.5])

**Talents:**

Detect Enchantment (T-1 Shaping Magics)

**General Knowledge Spells**

Spell of Charming (G-1 Ensorcelments and Enchantments)

Spell of Location (G-6 Ensorcelments and Enchantments)

Spell of Mass Charming (G-7 Ensorcelments and Enchantments)

Spell of limited Precognition (G-2 Sorceries of the Mind)

Spell of Truth (S-5 Rune Magics) *Note : the rune is not needed a thunderbolt is drawn on the forehead instead)*

**General Knowledge Rituals**

No extra

**Special Knowledge Spells**

Spell of Fear (S-13 Celestial Magics)

Spell of Mass Fear (S-5 Necromantic Conjurations)

**Special Knowledge Rituals**

No extra

### **Zeus the Thunderer – God of Storms**

In this facet Zeus is the sky god controlling the weather.

**Activity:** Works by changing the weather

**Sacrifices:** Accepted, avians only

**Holy Day:** 15<sup>th</sup> November

**Description:** Zeus appears as a bearded powerful mature man. He will be accompanied by an eagle. This eagle should be treated as great eagle but double all statistics and size. It has the power of speech and regularly reports back to Zeus the events of distant places

**Character:** Generally fair, but firm. He appears to be going through a permanent mid-life crisis and will react favourably to beautiful women

**Worshippers and Priests:** Any sentient can be a worshipper but only male worshippers can be a priest. Priests require a minimum MA of 12.

**Taboos:** Attacking eagles, Showing disrespect to the Gods

**Favoured Actions:** Bringing order out of chaos

**Sacred Sites, Symbols and Animals:** Temples of Zeus – the Thunderer are found in exposed places. The symbol of Zeus is the thunderbolt and the eagle is his sacred animal

**Skills:** there are no skills particularly associated with the worship of Zeus the Thunderer.

**Magic:** The modifiers listed in the College of Air Magics (section [40.]) apply to use of the spells, rituals and talents by a priests of this facet of Zeus in addition to those listed in [108.5]

**Magic Abilities List:** The types of spells listed below will be used by a priest of Zeus the Thunderer (this is in addition to the Talents and Rituals used in most religious festivals):-

Spells from the College of Air Magics.

All Talents, Spells and Rituals from the College of Air Magics are available with the exception of the Ritual of Summoning and Controlling Air Elemental (R-2)

## 110. THE CELTIC RELIGION

The Celts were a diverse group of sophisticated “barbarians” in Europe spreading to Asia Minor. Much of their way of life can be modelled easily by the standard DragonQuest rules; however their religious practices differed markedly from other ancient cultures, this section is an attempt to describe and codify these differences.

Also of relevance to a campaign set in the Celtic world is the section dealing with Faerie [130.] and the College of Fay magics [132.]

### [110.1] The Celtic religion is officiated by members of the Druid cast

These men and women are highly trained and perform many different functions in Celtic society. They are split into three groups; the Bards, the Ovates and the Druids.

### [110.2] Advance through the Ranks of the Druid Caste is Hierarchical

The procedure to advance in ranks in these groups is different from the standard magical religion priest procedure.

Someone who wishes to become a Druid must first become a Bard. Once they have reached level 5 they can then begin their training as an Ovate. Once they have reached Rank 5 Ovate they can then begin their training as a Druid.

It is entirely possible for a Bard or Ovate to choose not to move to the next stage, but defer their transition (possibly indefinitely) until they feel they are ready. It is also possible for a Druid to gain ranks in Ovate and Bard and an Ovate gain ranks in Bard

### [110.3] The Bards are famed for their knowledge, teaching, musical ability and Magic

The Bards are the Troubadours of the Celtic world, but they also have magical abilities, they have the enhanced memory of an assassin.

They do not officiate in religious festivals (although they do participate) but still need an MA above 12 as there is a College of Bardic Magic.

### [110.4] The Ovates are Priests concerned with divination of the future

They fulfil the functions of priests and are the ones that the society will consult about questions of the future. They mediate between the people and the gods and are the ones that perform the religions rituals. They are still Bards and can still use their Bard abilities. They also need an MA of at least 12

### [110.5] The Druids themselves have the most demanding training and function

Their training lasts from childhood for 19 years (this includes time training as and being Bards and Ovates). They are healers, philosophers, theologians and are the intellectual elite of Celtic society. They may still officiate in religious ceremonies, including divination as they are still Ovates and Bards. They are also the judges of the Celtic world and can give legal judgements based on their training and memory. They need an MA of at least 15

### [110.6] The nature of the Celtic beliefs allows Ovates and Druids to officiate in rituals of all gods and Goddesses

The Celtic peoples believed that all Gods were aspects of each other, so there is no conflict for an Ovate, Druid or Druidess or to be a priest of any of the Gods and Goddesses

## 111. THE BARD SKILL

Bards are the class of Druids in Celtic culture that fulfil the functions of entertainer, teacher, social regular, genealogist, historian and advisor. As such they are very powerful.

Some may go on to become higher members of the Druid cast such as the Ovates or the Druids themselves.

The patron of Bards is the God Ogmha

### [111.1] Bards are highly skilled and versatile characters

Training to a rank 5 Bard takes 10 years and involves the learning by heart of about 20,000 verses. It is assumed that training begins in youth.

### [111.2] Bards have benefits advancing the Troubadour skill

Bards pay  $\frac{3}{4}$  experience point cost to advance in the Troubadour skill up to their rank (and  $\frac{3}{4}$  Bard experience point cost if their troubadour skill is higher). GMs should assume that most Bards have equally ranked troubadour skill.

### [111.3] A Bard is trained to improve his memory.

Whenever a Bard character wishes to recall the details of a place or routine he has surveyed or a performance he has witnessed. The GM rolls percentile dice. If the roll is equal to or less than  $([5 \times \text{Perception}] + [2 \times \text{Rank}])$ , the bard has a perfect memory of the performance, place or routine. If the roll is greater than the bard's success percentage, the GM should inveigle more and more erroneous information into his

description as the roll approaches 99 and be totally incorrect at 00.

The GM may decrease the success percentage for difficult feats of memory.

### [111.4] The Bard knows a great deal of lore off by heart

They have a 10% + 5% per rank chance of knowing any past event, genealogy, religious lore or point of law. This is doubled for widely known information and halved for the more obscure items. If the roll is failed by less than rank the Bard will be able to remember given 12-Rank hours to think. If failed by less than 2x Rank the Bard will know who to ask; if failed by greater than 40 the Bard will remember incorrectly

### [111.5] Bards are Good at Training

Someone taught by a Bard knowing the skill to a higher rank pays 10% less to learn the skill than if taught by a non-bard

### [111.6] Bards gain access to the abilities of the college of Bardic Magic

This college is very closely guarded and is open only to bards. At Rank 0 the Bard may learn talents and the General Knowledge spells and rituals. It is possible that a beginning character would be a Bard with Bardic magic Only bards of rank 5 and above may learn Special knowledge Spells and Rituals

### [111.7] Bards must spend (250 + [200 x Rank]) Silver Pennies per year for travel to meet others and research.

Much of the power of a Bard is his contacts with other Bards; they can swap new compositions especially about those who have offended them. A Bard who does not meet his expenses operates as if he were two Ranks less proficient. If his Rank is reduced to a negative number, he may not practice as a Bard.

### [111.8] The experience cost to advance as a Bard is shown below

Rank	Bard
0	250
1	150
2	200
3	500
4	1050
5	1650
6	2100
7	2800
8	3900
9	4600
10	7000

## 112. THE COLLEGE OF BARDIC MAGICS

Inspired by: The College of Bardic Magic

(ver2.1) in Alexander *et al* (1999). Rulebook for Players and Game Masters. 4<sup>th</sup> Revision. Credit given to Jacqui Dunford-Smith and Martin Dickson in this book

Some of their power is due to their memory (see the Bard skill section), but much comes from the special magic they wield. This is the College of Bardic Magic. This is an unusual college in that music is a vital part of the college. This makes the College powerful, as music even without magic is powerful, but places restrictions on the Bard. The Bard must be heard and secondly there are not many spells. The Bard mainly works through the performance of ritual songs, tales or poems. However, it is possible for a bard to have many talents and rituals in preparation and in effect at the same time as he weaves the songs and poems around each other.

Note that a song in the rules can be many types of performance, songs, ballad poem or tale

**[112.1] Adepts of the College of Bardic Magics may practice their arts with the following restrictions.**

For most spells and rituals the Bard must be heard by the target of the magic, so it is possible for the target to avoid the effects of some of the magic by placing his hand over his ears.

**[112.2] The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:**

For each Rank of Troubadour	+1
For each Rank of Bard	+1
Area is acoustically excellent	+5
Area deadens sound	-5
Target does not speak the Bard's language	-20
For each Talent woven into the current performance, both attempting and maintaining	-5
For each General knowledge Spell / Ritual woven into the current performance, both attempting and maintaining	-7
For each Special knowledge Spell / ritual woven into the current performance, both attempting and maintaining	-10

All modifiers are cumulative.

**[112.3] Talents**

**1. Detect Aura (T-1)**

This works in the same manner as (T-1) of the College of Naming Incantations [39.]

**2. Clandestine Casting (T-2)**

Using this talent the bard can hide the fact that he is performing magic within the apparently innocuous song, tale etc. he is performing. There is a 4x PC –

Rank (with this talent) chance of someone noticing this is taking place. This Talent only functions with spells or rituals of the Bardic College, but once activated any magic abilities the bard wishes to perform are covered by this talent. The experience multiple is 150.

**3. Talent of Command Attention (T-3)**

The Bard may provide himself with an aura that makes him the centre of attention. All who fail a 4xWP-4x rank roll will stop what they are doing and pay attention to the bard. They will be held enthralled for as long as the bard concentrates or until the target is attacked, suffering at least one point of effective damage. The audience will not be incapable of doing anything else, they may do all the normal things an audience does, such as eat, drink and even go to the bathroom, but their main attention will be on the bard and if they do have to leave they will hurry back, paying no attention to the things they see around them. The experience point cost for this talent is 150

**4. Talent of Voice Projection (T-4)**

This talent allows the Adept to project their voice so that it may be heard clearly everywhere within 25 feet (+ 25 / Rank). The sound can be heard over any non magical sound (if magical who ever made the roll most successfully predominates). The success chance is MA + WP+ (3xRank) The experience multiple for this Talent is 75

**11.5 General Knowledge spells**

**1 Spell of Shattering (G-1)**

*RANGE:* 5 feet + 5 / Rank  
*DURATION:* Immediate  
*EXPERIENCE MULTIPLE:* 200  
*BASE CHANCE:* 25%  
*RESIST:* Special  
*EFFECTS:* The Adept shrieks in an unnatural and piercing fashion, creating ethereal dissonance that can destroy objects. The Adept may affect an object of no more than 0.5 pounds (+ 0.5 / Rank). Additionally, the Rank of this spell determines what material may be destroyed:

**Rank Material**

- 0–3 glass, mirror
- 4–6 ceramics
- 7–9 crystals
- 10–12 stone
- 13–14 gems
- 15–16 bone or ivory
- 17–18 hard metal (iron)
- 19–20 soft metal (bronze)

Note that the base MR of objects is 0. Crafted objects and those made of precious materials receive bonuses to their resistance rolls, as detailed below. Shaped magical items are immune to the effects of this spell. Possessions on a person, or in contact with the owner,

have their owners MR. These bonuses are cumulative:

Crafting modifier: 2 × Artisan or Mechanician Rank; Material Modifiers:	
Silver	+5%
Gold	+10%
Truesilver	+15%
Precious gems, etc.	+20%

The GM should only apply the modifier of the material that makes up the majority of the object.

**2. Spell of Ventriloquism (G-2)**

*RANGE:* 10 feet + 10 / Rank  
*DURATION:* 5 minutes + 5 / Rank  
*EXPERIENCE MULTIPLE:* 150  
*BASE CHANCE:* 40%  
*RESIST:* May not be resisted  
*EFFECTS:* The Adept may project their voice so that it appears to be emanating from anywhere within the range of the spell. Also, it may be altered so that it sounds like any other voice or voices the Adept has heard. For every five complete ranks the Adept can project an extra simultaneous and independent voice

**[112.6] General Knowledge Rituals**

The procedure for the songs (Q-1 to Q-8 and R-1 to R-7) is somewhat different from normal rituals. The Bard starts his performance. After one minute he may try casting the ritual (at a low cast chance) or he may continue the performance. If the bard continues the performance he can do several things

1. Continue with the ritual to improve the cast chance at the rate of 1% per minute of performance up to one hour
2. Start another talent or ritual (note the penalties for doing so on casting [112.2]). This may be cast after 2 minutes (i.e. the number of rituals being performed (talents do not count for this)). Or the chance can be improved as 1., but at the rate of 1% for every 2 minutes, i.e. the number of rituals being attempted and maintained.
3. Once cast results of the ritual can be maintained as long as the Bard is performing (if the duration of the song is performance). The maintenance incurs the penalties in [112.2] and increases the time needed for the cast chance bonuses for rituals still being attempted as above

A performance can be a single song poem, oration, ballad, story or tale or it can be a set of the above. The bard can have a break of no longer than 30 seconds between each song story etc in a set or the mood and the rituals (both those being attempted and those being maintained), are lost

The bard may attempt to use talent T-3 (Talent of Command Attention) to still his audience (if he does not all within

range will still come under the effects of the Ritual). He may also attempt to activate T-2 Talent of Concealed Casting if he wishes (note the 5 penalty (cumulative) to cast chance for each talent active).

### 1. Song of Exhortation (Q-1)

*RANGE:* 25 feet + 25 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 200  
*SUCCESS CHANCE:* MA + 3xRank  
*RESIST:* May not be resisted  
*EFFECTS:* By means of this performance the Adept may attempt to affect the mood of a crowd within range. For example; inciting a riot or calming a mob. The reaction roll of the crowd is modified by +5% (+ 1 / Rank). Once the Adept ceases to play and/or sing, the effects may continue, but later events may take place to disturb the mood of the targets.

### 2. Song of Mockery (Q-2)

*RANGE:* 15 feet + 15 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 200  
*SUCCESS CHANCE:* MA + 3xRank  
*RESIST:* Active and Passive  
*EFFECTS:* The Adept sings or orates a song or poem, detailing the target's shortcomings and inflicting general abuse, insults and mockery. A target that fails to resist may be embarrassed, shocked, humiliated, indignant or infuriated as appropriate to their personality. Whatever the emotional effect, the character is distracted, and may do nothing other than attempt to silence the Adept (by whatever means they wish), flee or take pass actions for the duration of the performance. For the duration of the ritual the victim must make a 3xWP roll to initiate any action and a 4xWP roll to respond appropriately due to feelings of humiliation and despair. Anyone who knows the song will react at -Rank to the person hereafter, bards will swap songs and the target's infamy may spread

At rank 10 the Bard can inflict 1/2 rank disfiguring boils on the target's face until healed by a healer or natural processes

### 3. Song of Soothing (Q-3)

*RANGE:* 5 feet + 5 / Rank  
*DURATION:* until the beast is disturbed  
*EXPERIENCE MULTIPLE:* 200  
*SUCCESS CHANCE:* MA + 4xRank  
*RESIST:* Passive only  
*EFFECTS:* The Adept plays or sings soothing music which causes any living non sentient entities within or entering the area of effect to resist or be pacified. Animals that do not resist must make a check against 2 x WP - Rank of Spell to attack the Adept, and a check against 2 x WP to initiate any attack whilst in the

area. The creature's reaction roll is increased by 10% (+ 2 / Rank), but the reaction roll may not be made to exceed 95 by the effects of this spell. If any soothed entity is attacked or a new situation arises the ritual ceases to be in effect.

### 4. Song of Inspiration (Q-4)

*RANGE:* 15 feet + 5 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 300  
*BASE CHANCE:* MA + 2xRank  
*RESIST:* May not be resisted  
*EFFECTS:* The Adept sings a song of inspiration mentioning the name of each target. The spell will effect 1 target (+ 1/3 or fraction Ranks) who each gain 1 (+ 1/2 Ranks) to their Strike Chances. This can also be used on named groups for half effect. This song can be reversed, so it is possible that a bard, in one performance, can inspire his friends and confound his enemies by interweaving two versions of this song (accepting the penalties as [112.2]).

### 5. Song of Steel Hearts (Q-4)

*RANGE:* 15 feet + 5 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 200  
*BASE CHANCE:* MA + 3xRank  
*RESIST:* May not be resisted  
*EFFECTS:* Allows all who hear the song and who the bard wishes, to ignore the effects of 0 fatigue (except hits which still affect endurance, and magic or skill requiring fatigue expenditure, which cannot be performed). At the end of the performance the full effects of the loss of fatigue are felt.

### 6. Song of Memories (Q-5)

*RANGE:* 15 feet + 15 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 150  
*BASE CHANCE:* MA + 3xRank  
*RESIST:* May not be resisted  
*EFFECTS:* This song improves the memory of one listener of the bard's choice (may be the bard). The target has a 2xPC+4xRank chance of remembering clearly any event of his choice he has been a part of or witnessed. In addition events that take place during this performance have the same chance of being remembered. If this magic is sung once more events happening during the previous uses of this ritual will be remembered with total recall

### 7. Song of Courage (Q-7)

*RANGE:* 15 feet + 15 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 150  
*BASE CHANCE:* MA + 2xRank  
*RESIST:* May not be resisted  
*EFFECTS:* During the performance of this ritual those targets specified by the bard within range add 1+1/Rank to their

resistance rolls against fear and rally chances. Also this number is subtracted from their roll on the Fright table. This can be reversed as Q-4

### 8. Song of Recitation (Q-8)

*RANGE:* Touch  
*DURATION:* Performance; at least one hour  
*EXPERIENCE MULTIPLE:* 200  
*BASE CHANCE:* MA + 2xRank  
*RESIST:* May not be resisted  
*EFFECTS:* During of this song the Adept will enter a trance, in which they will recite a legend or story relating to their current location, to an object held in their hands, or to an entity they are touching. If no such story exists, or the ritual fails then the Adept will recite some amusing but trivial song. If the ritual backfires the legend will be false. The amount of information received is related to the Bard's Rank with this ritual. If the GM prefers this may be played as obtaining an answer to 3 (+1/3 ranks) short questions related to the location, object or entity which will be answered in "legendary" terms. This ritual may not be repeated on a given target more than once per season.

## [112.7] Special Knowledge Spells

### 1. Spell of Comprehending Tongues (S-1)

*RANGE:* Self  
*DURATION:* 10 minutes + 10 / Rank  
*EXPERIENCE MULTIPLE:* 300  
*BASE CHANCE:* 15%  
*RESIST:* May not be resisted  
*EFFECTS:* Enables the Adept to speak and understand one language at a Rank equal to 1 + 1/4 Ranks with this spell. The Adept must have heard the language that they wish to speak. This spell allows the Adept to be understood, but confers no other bonuses, but he may now influence the people who speak this language using his Bardic magic.

### 2. Spell of Wounding Insult (S-2)

*RANGE:* 15 feet + 15 / Rank  
*DURATION:* Immediate  
*EXPERIENCE MULTIPLE:* 250  
*BASE CHANCE:* 10%  
*RESIST:* Active and Passive  
*EFFECTS:* The Bard says a particularly nasty comment about a single person which does D-5 + 1/3 /Rank damage to fatigue (endurance once fatigue is exhausted). This is doubled if the target is well known to the bard and doubled once more if the relationship between the target is (or more likely was) intimate. If the target is unknown to the bard a detect aura on the target will reveal enough of the target's weaknesses to double the damage

### 3. Spell of Silver Tongue (S-3)

*RANGE:* Touch  
*DURATION:* 10 minutes + 10 / Rank  
*EXPERIENCE MULTIPLE:* 200  
*BASE CHANCE:* 25%  
*RESIST:* May not be resisted  
*EFFECTS:* Everything that the Target says becomes more convincing and believable. This ability does not force listeners to believe the Target, and obvious lies where there is evidence to the contrary will be quickly dismissed. But in the absence of such evidence, or when the lie is not blatant, listeners will tend to take the Target at their word. All natural or magical abilities that are normally able to determine whether the Target is lying or telling the truth suffer a negative modifier to their Base Chance of 20% (+ 5 / Rank). Those abilities that always work or have no BC may be presumed to have a BC of 100% for these purposes. In addition, no magical ability is able to coerce the Target to speak truthfully.

#### 4. Spell of Whispering World (S-4)

*RANGE:* 100 miles + 100 / Rank  
*DURATION:* Immediate  
*EXPERIENCE MULTIPLE:* 250  
*BASE CHANCE:* 20%  
*RESIST:* May not be resisted  
*EFFECTS:* The Adept whispers a message consisting of no more than 5 words (+ 5 / Rank) (doubled if in the form of a poem). The message travels to the recipient, who must be known to the Adept, taking D10 + (distance travelled / 100) hours. The recipient's surroundings (such as trees, waves or wind) whisper the message to the recipient. There is a one times perception chance that any Bard engaged in concentrating for this will "overhear" a whisper which passes by their location.

#### [112.8] Special Knowledge Rituals

These are performances as [112.6]

##### 1. Song of Charming (R-1)

*RANGE:* 50 feet + 5 / Rank  
*DURATION:* 1 hour + 1 / Rank  
*EXPERIENCE MULTIPLE:* 400  
*BASE CHANCE:* MA + 4xRank  
*RESIST:* Active & Passive  
*EFFECTS:* The Adept can influence the actions of an entity who fails to resist, provided that the target can hear and understand the Adept. The target will see the Adept as their true friend and will readily accept most suggestions emanating from them. Sworn enemies of the Adept (or of their race) will not be affected by this ritual. Any suggestion that is not directly and obviously inimical to the target's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal) will be acted upon 90% of the time. The Adept may only ensure 100% compliance with a request by making it an order in which case the target makes an immediate

Resistance Check. Any suggestion that would lead to the target's injury or death results in an immediate Resistance Check. If successful the ritual is broken. Otherwise, the target accepts the order and will carry it out faithfully for the duration of the ritual.

##### 2. Song of Satyr's Dance (R-2)

*RANGE:* 5 feet + 5 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 450  
*BASE CHANCE:* MA + 2xRank  
*RESIST:* Active and Passive  
*EFFECTS:* The Adept sings and dances in a hypnotic pattern, entrancing all in range who fail to resist, and forcing them to join in the dance. All dancers (including the Adept) may move at 1/2 TMR (round up), but are unable to take any other action. The area of effect moves with the Adept and all victims will attempt to stay within range. Any entity that enters the area of effect must resist or suffer the same fate. The Adept must be seen and heard for a target to be effected. Victims of this song get an additional resistance roll every pulse that they are attacked or restrained, or somehow prevented from being within the area of effect.

##### 3. Song of Slumber (R-3)

*RANGE:* 5 feet + 5 / Rank  
*DURATION:* Until waking  
*EXPERIENCE MULTIPLE:* 250  
*BASE CHANCE:* MA + 3xRank  
*RESIST:* Special  
*EFFECTS:* The Adept plays a song that affects one willing entity (+ 1 / 3 or fraction ranks) causing them to drift into a normal sleep. All affected targets fall asleep in 4 minutes (- 10 seconds / Rank, minimum of 30 seconds). The targets will remain asleep until disturbed or they awaken normally. The resulting sleep is healing and refreshing allowing the targets to regain 1 (+ 1/3 full Ranks) more FT per hour while under its effect and one endurance (+ 1/3 full Ranks) per full night's sleep.

##### 4. Song of Enchanted Sleep (R-4)

*RANGE:* 15 feet + 15 / Rank  
*DURATION:* 1 hour + 1 / Rank  
*EXPERIENCE MULTIPLE:* 250  
*BASE CHANCE:* MA + 2xRank  
*RESIST:* May be actively & passively resisted.  
*EFFECTS:* The Adept may send 1 entity which normally spends any time sleeping into a deep enchanted sleep which will last for the duration given above or until the entity is wakened by another entity (by being shaken, etc.). The target may not be wakened if the ritual is Rank 10 or higher, but must continue to sleep until the spell wears off.

##### 5. Song of Lamentation or Joy (R-5)

*RANGE:* 15 feet + 15 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 150  
*BASE CHANCE:* MA + 2xRank  
*RESIST:* May be actively and passively resisted  
*EFFECTS:* By this song the bard can reduce any targets within range who fail to resist to helpless tears or laughter. This last for as long as the performance continues and the Bard or any other may do anything they wish to the victims and may easily kill the targets

##### 6. Song of Quickness (R-6)

*RANGE:* 15 feet + 15 / Rank  
*DURATION:* Performance  
*EXPERIENCE MULTIPLE:* 150  
*BASE CHANCE:* MA + 4xRank  
*RESIST:* May be actively and passively resisted  
*EFFECTS:* The Bard plays a fast tune; those who the bard names (this can include groups) move faster in time with the music. At ranks 0-5 they go first in any combat (if they wish). At Ranks 6-10 they can have an extra action in a pulse, 11-15 another action and 16-20 yet another action. Those benefiting from this song lose one fatigue per pulse (unless this is combined with a song of steel hearts Q-4). Once they are out of fatigue they can no longer benefit from the ritual

##### 7. Ritual Song of Doom (R-7)

The Adept marches around the structure, within earshot of the walls, playing a musical instrument. The music must be able to be clearly heard at the structure. The size of structure which may be encompassed is 50 feet (+ 50 / Rank) in diameter. The structure begins to shake and vibrate, and at the end of the ritual (1 hour walking slowly round the structure singing), if it is successful, the structure falls apart. The success chance is MA + 3 / Rank and the experience multiple 400.

##### 8. Ritual Song of the Piper (R-8)

The Adept nominates one type of non-sentient entity which normally forms swarms, packs or herds (e.g. rats, locusts, wolves, elephants) at the start of this ritual. The size of the entity which can be affected is dependent on Rank: Rank 0-5, entities less than 1lb in weight can be affected; Rank 6-10, entities less than 10lb; Rank 11-15, entities less than 100 lb; Rank 16 and above, entities greater than 100lb. The Adept then begins to play a tune that has a compelling effect on all entities of the target type. The area of effect (30 feet (+ 30 / Rank)) moves with the Adept, and as they play and walk, all of these entities within range will begin to follow the Adept, growing into a horde. At the end of at least 1 hour the Adept gives a single command to the horde.

The wording of this command may not exceed 1 word (+ 1/3 or fraction Ranks). The command will be obeyed for a period of 1 hour (+1 / Rank). The success chance is MA + 3 / Rank and the Experience Multiple is 400

## 113. OVATES

The Ovates are the middle class of the Druid caste. They are priests and diviners. They must be Bards and can become Druids later

### [113.1] Ovates are priests and have the abilities and restrictions of [107.] and [108.]

They are not dedicated to one God/Goddess but serve the whole pantheon (as [108.13])

### [113.1] Ovates Can perform Religious and divinatory magic and need an MA of 12

They can therefore perform two types of magic, their Bard and their Ovate magic

### [113.2] Ovates must go through an initiation ceremony in which one MA point is sacrificed

See section [114.5] Ritual of Druidic Initiation (Q-1)

### [113.3] Ovates have benefits advancing the Astrologer skill

Ovates pay ¾ experience point cost to advance in the Astrologer skill up to their rank.

### [113.4] The Ovate knows a great deal of Astronomical lore off by heart

They have a 20% + 5% per rank chance of knowing any point of Astronomical lore. If the roll is failed by less than rank the Ovate will be able to remember given 12-Rank hours to think. If failed by less than 2x Rank the Ovate will know who to ask. If fumbled the Ovate will remember incorrectly.

The Ovate has a chance of correctly predicting astronomical events such as eclipses, conjunctions and comet appearances. This chance is 10 + 7x Rank.

### [113.5] Ovates have access to Priestly and Divinatory Magic

They must take 1 year out of play and spend 2000 Experience points in order to gain rank 0 in all Talents and General Knowledge Spells and Rituals in sections [108.7]-[108.11] (priestly magic) and [113.6]-[113.10] (divinatory magic)

### [113.6] Talents

Whichtsight (T-1 Ensorcelments and Enchantments)

Ask the Dead (T-1 College of Necromantic Conjurations)

Sensitivity to Danger (T-3 Sorceries of the Mind)

Predict Weather (T-1 Air Magics)

Attunement to the Sprits (T-5 Shamanism)

### [113.7] General Knowledge Spells

Spell of Location (G-8 Ensorcelments and Enchantments)

Spell of Extrasensory perception (G-1 Sorceries of the Mind)

Spell of Limited Precognition (G-2 Sorceries of the Mind)

### [113.8] General Knowledge Rituals

Ritual of Creating Crystal of Vision (Q-2 Ensorcelments and Enchantments)

Ritual of Reading the Stars (Q-1 College of Celestial Magics)

Ritual of Converse with the Dead (Q-2 College of Necromantic Conjurations)

Ritual of Divination (R-5, Priestly magic; this is normally a special knowledge ritual)

### [113.9] Special Knowledge Spells

Wizard's Eye Spell (S-10 Ensorcelments and Enchantments)

Spell of Telepathy (S-2 Sorceries of the Mind)

### [113.10] Special Knowledge Rituals:

Ritual of Magic Divination (R-1 Naming Incantations)

Ritual of Creeping Doom (R-2 Black Magics)

### [113.11] Ovates must spend (250 + [200 x Rank]) Silver Pennies per year for travel to meet others and research.

An Ovate who does not meet his expenses operates as if he were two Ranks less proficient. If his Rank is reduced to a negative number, he may not practice as an Ovate.

### [113.12] The experience cost to advance as an Ovate is as a priest (section [107.14])

## 114. DRUIDS

Druids are at the pinnacle of Celtic society. They are very powerful, magically, socially, politically and religiously. To become a Druid a person must also be a Bard and Ovate and achieved at least rank 5 in both. The whole process should take 19 years

### [114.1] Druids must have an MA of at least 15

### [114.2] Druids must go through an initiation ceremony in which two MA points are sacrificed

See section [114.5] Ritual of Druidic

Initiation (Q-1)

### [114.3] Druids is not a skill, but a status that allows access to new magic

### [114.4] Druids gain access to College Magic talents, spells and rituals.

The Druid must spend one year and 7500 experience points to gain rank 0 in all Talents and the General Knowledge Spells and Rituals of the new college

The Druid may choose either

1. the College of Illusions **OR**
2. the College of Ensorcelments and Enchantments **OR**
3. The College of Earth Magics (Druidic form)

All Druids gain the spells and rituals in [114.5]

### [114.5] Druids gain access to some new non-college Spells and Rituals.

These are general knowledge to druids, but can be learnt as special knowledge by Bards and Ovates under very exceptional circumstances

#### 1. Spell of Shape Shifting (G-1)

RANGE: Touch

DURATION: Concentration: maximum of 1+ Rank hours

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 20

RESIST: Can be actively and passively resisted

EFFECTS: The adept may change the shape of any who fail to resist into any animal the druid has studied for use in this spell. He may choose to study one animal per rank (and one at rank 0). This must be an animal he knows and has been able to study intimately for at least 10 hours over the course of a month, a captured animal is ideal. The rank determines which types of animals the target can be transformed into, although the druid may always choose to study a type requiring lower rank

Min.

#### Rank Type

0	[66.] Common Land Mammals
1-3	[76.] Riding Animals
4-6	[69.] Lizards Snakes & Insects except; Basilisk, Hydra, Wyvern or Salamander
7-8	[68.] Aquatics
9-10	[67.1] Common Avians
11-13	[67.2] Fantastical Avians and all of [69.] excluded above
14-15	[72.] Creatures of Night and Shadow
16-17	[71.] Fantastical Monsters
18-19	[73.] Summonables
20	[75.] Dragons

The characteristics of the animal form are calculated as [6.9]. The changed retains all memories he possessed while in his original form, may cast spells normally and use all skills that the new body will allow the

use of. The target assumes the abilities and skills of the creature he has now become. However the changed retains some forms appearance, such as particular expressions, scars, birthmarks and such like. The sex cannot be changed

The entity may not change if there is insufficient room to do so. If the entity is forced to change back with insufficient room he suffers D-2 damage per minute until there is enough room. If the victim dies the body expands as much as possible then will remain like that until released.

Backfire results in the change (the druid will change if cast on another), and the change will be total, the druid will retain no memories, skills or magic and become the animal. This will last for the maximum duration of the spell

### 1. Ritual of Druidic Initiation (Q-1)

This ceremony is performed by a Druid on a Bard or Ovate wishing to move up the hierarchy. The chance of success is MA of the Druid plus (3x his Rank) with this ritual. Added to this is the MA of the Bard/Ovate wanting promotion plus 5 times his Bard (Ovate for Ovates) Rank over 5. If the ritual is successful the Bard loses one MA point permanently and the Ovate 2, but he can now learn the spells and rituals necessary for an Ovate or Druid. He must still have enough MA to satisfy the requirements of his new status. If the ritual fails the MA is still lost. A roll of 99 or 00 results in the loss of an EN point permanently also. The experience multiple for this ritual is 100 experience points.

### 2. Ritual of Head Ward (Q-2)

By placing severed heads of sentient beings round the perimeter of an area the druid can create a ward as [32.4]. The statistics of this are the same except the range is limited only by the availability of heads and can be any shape. The heads can be no more than one hex apart and the boundary follows a straight line between the nearest heads. The stored spell acts as if cast by the nearest head. The heads can be of any state of decay as long as the skulls are intact. Any attempt to destroy the heads results in the stored spell going off on the perpetrator with double the range (who may still be out of range and therefore safe) and he must roll on the backfire table for additional effects (at any range).

### 3. Ritual of Head Knowing (Q-3)

By the successful use of this ritual the druid may gain information or skill ranks from the head of an individual. The head must be no more than 1 hour old, (or preserved by the Preserve dead skill of healers) and not yet had a funeral ritual performed on it.

The druid may find out any information the individual would have known in life, or gain training to gain or increase one rank in a skill, talent or ritual. The head must comply with the caster. Once the ritual has been cast the head will remain fresh and can talk until the head has fulfilled the task. However the head has his own will and will generally seek release or a new body and often not kindly disposed to the caster, especially if the caster or his friends were the ones who caused the head's death. Once the head as supplied the information or performed the training the ritual is over and the head dies a second time and cannot be re-cast on this head.

The chance to successfully cast the ritual is  $3 \times \text{MA} + 4 \times \text{Rank}$  and takes 2 hours. If the ritual is backfired the head and caster must go into Ego Combat [104.] with potentially disastrous consequences for the caster. The experience multiple for the ritual is 100

## 115. TUATHA DE DANANN – GODS OF THE CELTS

The Tuatha De Danann, the children of the goddess Danu, are the gods worshiped by the Celtic peoples.

These tribes were very widespread so their beliefs were varied. Little of their religion has survived conquest and conversion to Christianity. All of this makes reconstruction of the Celtic religions difficult. This is particularly true for the female deities, all of which seem to be facets, at one time or another, of a single overarching Goddess. Her name is either The Morrigan or Brigid or even Epona. Added to these difficulties is that the deities are generally known only by their titles and a single god can have many titles. Celts had a strong mystic sense, which was doubly so for their Gods. Finally their Gods were not particularly active in the mortal world, most of their power resided in the Otherworld, which can equate to Faerie.

This is an attempt to make a working belief system for a role playing system, not an accurate account of Celtic religion.

### [115.1] The priestly class were members of the Druid Order

This includes Bards [111.], Ovates [113.] and Druids themselves [114.]. The Priests are the Ovates, Bards are training to become Ovates, and Druids are a stage above the Ovate, but they are still Ovates and would still have priestly power if they chose to exercise it. They may be specifically requested to officiate at the more important events

### [115.2] A priest may draw on the power of more than one deity, with bonuses and penalties to magic and skills

The Celtic deities do not seem to have been jealous an Ovate or Druid would naturally officiate for all gods a in the pantheon. This being the case there are no particular magic talents spells and rituals associated with each deity, rather a sphere of influence for each deity that give bonuses to casting certain magic (Druids only) and performing certain skills (Druids and Ovates). There is a concomitant penalty for using magic abilities and skills outside this sphere. The priest may switch between deities by the performance of a ritual Purification (Q-8 [108.9]) or [32.2], stating at the time which deity he will serve and therefore be able to draw power from.

Ovates may purify themselves to another deity, if so they gain the bonuses (and penalties) to skills but generally cannot benefit from the bonuses to magic abilities; they do, however suffer the penalties

### [115.3] Unusual sites were considered sacred, groves of Trees, Natural springs, high mountain tops or even constructs of sentient beings that were old to them

Most gods could be worshipped at any of these sites. But some were especially sacred to some gods

### [115.4] The spirits associates with natural feature such as rivers, hills and wood were particularly strong in Celtic myth

These should be treated as being worshipped, so they should be twice as strong in land where the Celts live as in other areas

### [115.5] Lugh

Lugh is a sophisticated, intelligent and many skilled god. He is a heroic and popular god. He is not a child of Danu, but a half Formorian, the enemies of the Tuatha De Danann. But he is still accounted one of the chief gods and widely worshipped

He has two facets

Lugh Long Arm, the hero

Lugh is also the god the Ovates appeal to for their visions

Also known as Llew, Ludus, Lugus

### Lugh – The Long Armed

The god beloved of heroes.

**Activity:** Lugh is active in the mortal world

**Sacrifices:** Accepted, including sentient by burning. Captives of War

**Holy Day:** Lughnasa; 1<sup>st</sup> August

**Description:** Lugh is a young, handsome God with golden hair. He bears a long spear (base chance 85% and does D10+10 damage), the Battlehelm of the Tuatha de Dannan (Arcane Wisdom) and has inherited the Sword of Nuada

**Character:** A Hero god, exemplifying all that is good in heroes. He is intelligent and cultured

**Worshippers and Priests:** Any worshiper welcomed, only Druids and Ovates are priests of this Facet

**Taboos:** Breaking oaths, particularly to comrades, cowardice

**Favoured Actions:** Bravery, maintaining oaths at cost

**Sacred Sites, Symbols and Animals:** Lugh's favoured weapon is a spear. He is accompanied with two ravens and also holds eagles and lynx sacred. The tops of mountains were particularly sacred to Lugh the long armed

**Skills:** Ovates and Druids have no penalty or bonus to the use of any skills whilst purified for Lugh the long armed

**Magic:** There are no modifiers are added to the success chance of any magic of a Druid purified for Lugh. This is because Lugh is many skilled. The modifiers listed in [108.5] still apply

### Lugh – Of the Ovates

The god the Ovates attribute their power to. All Ovates follow this facet of Lugh and as such gain no benefits or penalty to the use of skills and magic

**Activity:** Lugh is active in the mortal world

**Sacrifices:** Accepted, including human by burning. Captives of War

**Holy Day:** Lughnasa, 1<sup>st</sup> August

**Description:** Lugh is a young, handsome God with golden hair. He bears a long spear (base chance 85% and does D10+10 damage)

**Character:** A Hero god, exemplifying all that is good in heroes. He is intelligent and cultured

**Worshippers and Priests:** Ovates

**Taboos:** Breaking oaths, particularly to comrades, cowardice, lying.

**Favoured Actions:** Bravery, maintaining oaths at cost

**Sacred Sites, Symbols and Animals:** Lugh's favoured weapon is a spear. He is accompanied with two ravens and also holds eagles and lynx sacred. The tops of mountains were particularly sacred to Lugh the long armed

**Skills:** Ovates are automatically follow this facet of Lugh and so receive no benefit or penalties to skill use (even when using bard abilities). Note that if an Ovate has performed a purification ritual nominating another god they must accept penalties to the use of skills if that God demands it.

**Magic:** Ovates follow this facet of Lugh and so receive no benefit only penalties to magic use (even when using bard abilities). Note that if a Druid has performed a purification ritual nominating another god they must accept penalties to the use of magic if that God demands it.

### [115.6] Daghdha

One of the chief gods of Celtic mythology, he is also seen as somewhat crude, unsophisticated and rustic. He is the son of Danu and husband of the Morrigan. He was the god that created the underworld, Fearie for the Tuatha De Danann Also known as Succellus and Gwydion

### Daghdha – The Good God

**Activity:** Will reluctantly take part in mortal affairs

**Sacrifices:** Accepted, including Sentient

**Holy Day:** Samhain; 1<sup>st</sup> November (along with Cernunnos)  
**Description:** Daghdha was an ugly, fat man. He wears a short (too short) dirty brown tunic and horse skin boots with the hair still on. He carries a club, (base chance 70% Damage D10+7), and a cauldron. This cauldron is never empty of food and can perform resurrections on any dead people placed in it. He also has two pigs one growing fat and the other being roasted, at the beginning of each day they swap even if completely eaten. His harp is as described in Arcane wisdom.  
**Character:** He is the wily rustic, his outward appearance hiding a sharp and cunning mind. His appetite for food is legendary  
**Worshippers and Priests:** Any may worship Daghdha, he is particular concerned with the well being of agriculture  
**Taboos:** No known unflavoured actions  
**Favoured Actions:** Out-witting opponents. Good husbandry of animals and crops  
**Sacred Sites, Symbols and Animals:** Daghdha is associated with a club, cauldron and pigs. High windy mountain tops are particularly sacred to the Daghdha  
**Skills:** Ovates and Druids purified to Daghdha act as 2 ranks higher for the Military Scientist skill, and one rank lower for all other skills  
**Magic:** Druids purified to the Daghdha act as one rank higher for the following spells and rituals S-1, 3, 4, 5, 10, 14 and R-1 and one rank lower for all others

#### [115.7] The Skilled Gods

These are three related gods, and can be seen as three aspects of the same god. They are all related to craft skills and so can be worshiped together  
 Goibhniu, Smithying  
 Luchta, The Wheelwright  
 Creidhne, the metal worker  
 Other forms of these gods do not split them Govannon (or Govan) is the welsh equivalent

#### Goibhniu, Luchta and Creidhne – The Craftsmen

This triad of gods is poorly defined in Celtic mythology  
**Activity:** Will not directly involve themselves in the mortal world  
**Sacrifices:** Sacrifices only of time and products of their crafts accepted  
**Holy Day:** none  
**Description:** these gods will be dressed appropriately to their craft  
**Character:** Craftsmen above all else  
**Worshippers and Priests:** Any who toil to make things can be worshippers of these gods  
**Taboos:** sloppy work  
**Favoured Actions:** Hard work  
**Sacred Sites, Symbols and Animals:** The tools of their craft are their symbols  
**Skills:** Of the skills only Mechanician is respected by these gods. An Ovate or Druid purified to these gods act as 2 ranks higher for this skill, and 1 rank lower for all other skill rolls.  
**Magic:** Druids purified to the Skilled Gods act as one rank higher for the College of Ensorcelments and Enchantments and G9 of the College of Earth magics (one rank lower for all other magic abilities)

#### [115.8] Ogmha

Ogmha is the god of eloquence and learning, as such he is the patron of Bards and therefore no benefits or penalty to the use of skills and magic  
 Ogmha is the son of Daghdha and Danu

#### Ogmha – The God of Eloquence

Ogmha also invented the Celtic alphabet, Ogham  
**Activity:** Ogmha is active through his bards  
**Sacrifices:** Accepted

**Holy Day:** none  
**Description:** A old balding man dressed in a lion skin  
**Character:** A scholarly figure with a dry wit, he can however be exceedingly charming  
**Worshippers and Priests:** Any may worship, and Bards are his representatives  
**Taboos:** Attacking Bards  
**Favoured Actions:** Learning  
**Sacred Sites, Symbols and Animals:** He carries a bow and a stick  
**Skills:** Bards follow this deity and so receive no benefit or penalties to skill use. Note that if an Ovate Druid has performed a purification ritual and nominated another god they must accept penalties to the use of Bard skills if that God demands it.  
**Magic:** Bards follow Ogmha and so receive no benefit or penalties to magic use. Note that if an Ovate or Druid has performed a purification ritual and nominated another god they must accept penalties to the use of magic if that God demands it.

#### [115.9] Oenghus

##### Oenghus – The God of Love and Youth

Oenghus, also known as Angus, is a beautiful young God, note that this does not necessarily make life easy for him  
**Activity:** He can fall in love with mortals, and vice versa  
**Sacrifices:** Accepted, including sentients  
**Holy Day:** Imbolc; 1<sup>st</sup> February (along with Brigid)  
**Description:** Young and beautiful, he has 4 birds circling round his head  
**Character:** Young and immature, but charming. He can easily fall in love and make others fall in love with him  
**Worshippers and Priests:** Any in love are his worshippers  
**Taboos:** Betraying a loved one  
**Favoured Actions:** being in love  
**Sacred Sites, Symbols and Animals:** His four birds, swans are sacred to him  
**Skills:** Druids and Ovates gain 2 effective ranks to the use of Bardic voice when purified to him, no benefit or penalty to other troubadour abilities, act as 2 ranks higher for the Courtesan skill and one rank lower for all other skills  
**Magic:** Druids act as two ranks higher for the charm rituals of the College of Bardic magic when purified to him, and one rank lower all other magic ability rolls

#### [115.10] Bel

Bel is a Celtic Solar deity, in some tribes Lugh has taken over this role.  
 Also known as Belinus, Beli and Bile

##### Bel – The Sun

Bel is a solar deity, he is also associated with travel as the sun itself moves so he looks after travellers such a merchants  
**Activity:** Not Active other than turning the seasons  
**Sacrifices:** Allowed, including sentient by burning  
**Holy Day:** Beltane; 1<sup>st</sup> May (shared with Danu)  
**Description:** A young man with a shining face  
**Character:** Youthful confident and exploratory  
**Worshippers and Priests:** Any may worship Bel, any Ovate or Druid can officiate. Druids have a +10 bonus to purify themselves to Bel is Sun aspected  
**Taboos:** Falsehood  
**Favoured Actions:** Banishing darkness and evil (particularly spirits)  
**Sacred Sites, Symbols and Animals:** Bel's symbol is the wheel, indicating the sun and its travel  
**Skills:** Druids and Ovates gain act as 2 ranks higher for the Merchant skill and one rank lower for all other skills  
**Magic:** Druids act as two ranks higher for the College of

Illusions when purified to him, and two ranks lower all other magic ability rolls

### [115.11] The Morrigan

The Morrigan is a triple goddess and a circular goddess, ie she has 3 facets that can be seen as three separate Goddesses each one has three facets, which are herself and the other 2 in the triumvirate. The goddesses here are an attempt to codify this relationship. They could all exist at the same time, and have opposing views, but somehow remain the same, one being herself and the others

Brigid is a young woman, associated with fertility and poetry and the arts

Danu is a mother figure, goddess of healing

Madb is an old woman associated with death and war.

The Morrigan shifts between them as the phases of the moon and as the year progresses. She is Brigid at the new moon ( $\frac{1}{3}$  of the phase) and spring. Danu at the full moon ( $\frac{1}{3}$  of the phase) and summer and autumn. Madb at the old moon (again  $\frac{1}{3}$  of the phase) and winter. Thus all three may take on the appearance of the other if she chooses.

This has consequences to the role player. At times when each goddess is most active Purification rituals in which she is named have a +10 chance of success, at other times there is no bonus. Brigid and Madb oppose each other, if one is in power purification rituals naming the other have a -10 penalty to succeed. These Bonuses are cumulative. For example if Brigid is named in the spring at new moon there is a 20% bonus to the success of the purification ritual (10 for the time of year and 10 for the phase of the moon). No bonus or penalty for Danu and a -20 penalty for a purification naming Madb. The Druid's aspect also has an effect; Winter 10 bonus for Madb, Spring 10 bonus for Brigid, Summer 5 for Brigid and 5 for Danu, finally Autumn 10 for Danu.

#### Madb – The Goddess of War

Madb (Meave) is an old woman associated with death and war in particular. Also known as Macha

**Activity:** Very active in war and personally in the mortal world

**Sacrifices:** Accepted, even encouraged, sentients only

**Holy Day:** None

**Description:** An ugly crone, she can however assume the forms of the other facets of The Morrigan

**Character:** An unpleasant character, bitter and cruel, she never the less can represent a release from an unbearable life or an honourable death

**Worshippers and Priests:** All eventually come the Madb and she may be worshipped by warriors for glory in battle (this often comes at the price of an early death)

**Taboos:** Cowardice

**Favoured Actions:** Glory in battle

**Sacred Sites, Symbols and Animals:** The Raven is her totemic animal and she appears wherever there is death

**Skills:** Ovates and Druids purified to her act as 2 ranks higher for weapon skills, and 2 ranks lower for all other skills. They may not perform any of the healer skill abilities

**Magic:** Druids purified to her act as two ranks higher for the following spells and rituals College of Earth Magic Abilities S-1, 3, 5, 11, 16, 17 and one rank lower on all others

#### Brigid – The Protector of the Hearth

The Daughter of Dagdha and Danu. She is one of the facets of The Morrigan - the fertile maiden.

Also known as Brigit, Bride, Brigantia and Aine (this name is particularly associated with the facet of The Morrigan). In many stories she is an entirely separate deity from The Morrigan, in some The Morrigan is an aspect of Brigid

Brigid is a very popular goddess, renowned for her ability to quicken crops and warmth of the fires. She is a goddess of spring.

**Activity:** Active in the spring she becomes more and more

Danu as the year progresses, becoming (at least partially) Madb in winter.

**Sacrifices:** Accepted, young animals preferred

**Holy Day:** Imbolc 1<sup>st</sup> February (along with Oenghus)

**Description:** A beautiful young woman

**Character:** Kind and caring.

**Worshippers and Priests:** Any may worship, only Druidesses are allowed to officiate, but any druid or ovate may purify themselves to her

**Taboos:** Abuse of male power

**Favoured Actions:** Caring

**Sacred Sites, Symbols and Animals:** The fire is sacred to her, the hearth particularly so. Some special shrines are found where a fire is kept perpetually burning in a cave where only women are allowed. The cow is also associated with her

**Skills:** Ovates and Druids purified to her act as 2 ranks higher for the Beast Master skill, and one rank lower for all other skills

**Magic:** Druids purified to her act as two ranks higher for the following spells and rituals College of Earth Magic Abilities G-1, 2, 10; S-7 Q-1 and one rank lower on all others

#### Danu – The Mother

Danu is the mother of most of the other gods (this is what Tuatha De Danann means.

**Activity:** Active in the summer she becomes more and more Madb as the year progresses, becoming (at least partially) Brigid in spring.

**Sacrifices:** accepted, must be willing sacrifices by burning

**Holy Day:** Beltane; 1<sup>st</sup> May (shared with Bel)

**Description:** An attractive woman, neither old nor young

**Character:** She is a can be kindly goddess, but can also be ruthless to do what needs to be done (as she sees it). She is also a protecting goddess

**Worshippers and Priests:** Any accepted

**Taboos:** Unfaithfulness

**Favoured Actions:** Fidelity and caring, particularly in the context of motherhood, and house building

**Sacred Sites, Symbols and Animals:** She, above all the others, is associated with features of nature, springs hills and groves

**Skills:** Ovates and Druids purified to her act as 2 ranks higher for the Courtesan skill, and one rank lower for all other skills

**Magic:** Druids purified to her act as two ranks higher for the following spells and rituals College of Earth Magic Abilities G-1, 3, 6, 9; S-12, 13 and one rank lower on all others

### [115.12] Rhiannon

Rhiannon, like the other goddesses, sometimes appears as part of The Morrigan. However there is enough difference for a separate goddess to emerge

She appears as the triple goddess and can also be known as Epona

#### Rhiannon – The Queen of Faerie

She rides the horse that is the Moon, She is also the queen of Faerie, thus linking the moon with the Fays

**Activity:** Very active in Faerie, will only involve herself with the mortal world where that affects Faerie

**Sacrifices:** Accepted, Horses (especially white ones), preferred

**Holy Day:** None

**Description:** a stately un-ageing woman

**Character:** Proud and haughty

**Worshippers and Priests:** Any accepted and can officiate. Moon aspected druids receive a 10 bonus to purify themselves to Rhiannon

**Taboos:** Disrespect to fays and those in command

**Favoured Actions:** Giving the dues to those who deserve it no matter what the cost

**Sacred Sites, Symbols and Animals:** The horse is her

favoured animal, and the sites associated with her are the portals to Faerie

**Skills:** Ovates and Druids purified to her act as 2 ranks higher for the Horsemanship skill, they have no penalties to any other skills

**Magic:** Druids purified to her act as two ranks higher for the following spells and rituals College of Earth Magic Abilities G-1, 3; S-7, 9, 14; Q-1 and one rank lower on all others.

### [115.13] Manannan Mac Lir

He is "son of the sea", not one of the Tuatha De Danann, but is allied and associated with them

Also known as Manawydan

#### Manannan Mac Lir – The God of the Sea

**Activity:** Active

**Sacrifices:** Accepted, particularly fish

**Holy Day:** None

**Description:** He rides his horse-drawn chariot across the sea wearing a green cloak fastened with a silver broach. Under this he has a satin shirt and golden sandals. Around his head he has a golden circlet. He has a helm (Arcane Wisdom) and a sword, the Sword of Naisi (Arcane Wisdom)

**Character:** A surprisingly kind character he is unlike other sea gods, his anger is still to be feared however

**Worshippers and Priests:** Any may worship and any Ovate or Druid may officiate

**Taboos:** The mariner has many superstitions associated with the sea, these had best be heeded

**Favoured Actions:** Acquiring knowledge

**Sacred Sites, Symbols and Animals:** Islands are sacred to him, as are springs and pools; a pool on an island is particularly sacred. His animal is a salmon, often associated with knowledge

**Skills:** Ovates and Druids purified to him act as 2 ranks higher for the Navigator skill, and one rank lower for all other skills

**Magic:** Druids act as two ranks higher for the College of Illusions when purified to him, and two ranks lower all other magic ability rolls

### [115.14] Cernunnos

This is one of the major Celtic gods

Also known as Carnunnos, Cernunnus, Gwynn, Herne the hunter, Mabon, Maponus, Silvanus (by the Romans) and Map

#### Cernunnos – The Hunter

**Activity:** Active, particularly in the wild hunt. The wild hunt is when Cernunnos rides forth with his spectral hounds on Samhain hunting down all spirits that do not belong in this plane. All who hear the sound of the hunt are under a Doom [84.4] (MA20) to die before the next Samhain

**Sacrifices:** Accepted, including sentients

**Holy Day:** Samhain; 1<sup>st</sup> November (along with Oenghus and Dagdha)

**Description:** He is a mature man with antlers growing from his head, his ears are like those of a deer with golden torcs in them. He is dressed roughly in animal skins, his cup is described in Arcane Wisdom as Silvanus' Drinking Cup.

**Character:** Cernunnos believes in balance, he will react angrily to those who set out to disturb balance, other than that he will ignore most other things

**Worshippers and Priests:** Any may worship, any Ovate or Druid may officiate

**Taboos:** Greed

**Favoured Actions:** Restoring balance

**Sacred Sites, Symbols and Animals:** The stag, ram, hunting dogs and a ram headed snake are his animals. His chief symbol are the stag antlers

**Skills:** Ovates and Druids purified to him act as 2 ranks higher for the Ranger skill, and one rank lower for all other skills

**Magic:** Druids purified to him act as two ranks higher for the

following spells and rituals College of Earth Magic Abilities G-1, 4, 5, 7, 11; S-2, 8, 15, 18 and one rank lower on all others

### [115.15] Dian Cecht

Dian Cecht is the grandfather of Lugh

#### Dian Cecht – The Healer

**Activity:** Active

**Sacrifices:** Accepted, not sentients

**Holy Day:** none

**Description:** A mature man

**Character:** He can be jealous

**Worshippers and Priests:** Any may worship and any ovate or druid may officiate

**Taboos:** Failing to give aid

**Favoured Actions:** Healing

**Sacred Sites, Symbols and Animals:** none

**Skills:** Ovates and Druids purified to him act as 2 ranks higher for the Healer skill, and one rank lower for all other skills

**Magic:** Druids purified to him act as two ranks higher for the following spells and rituals College of Earth Magic Abilities G-6, 8; S-7, 9, 14; Q-1 and one rank lower on all others.

### [115.16] Summary of the Skill benefits for each god(ess)

Skill	Deity
Alchemist	
Assassin	
Astrologer	Lugh of the Ovates
Beast Master	Brigid
Courtesan	Oenghus Danu
Healer	Dian Cecht
Horsemanship	Rhiannon
Mechanician	the 3 Skilled Gods
Merchant	Bel
Military Scientist	Dagdha
Navigator	Manannan Mac Lir
Ranger	Cernunnos
Stealth	
Spy Thief	
Troubadour	Ogmha
Weapon	Morrigan

The skills without deities were either unknown or alien to the Celts. Lugh the long Armed has no benefits (or penalties) for any skills

### [115.17] Summary of the Magic benefits for each god(ess)

College	Deity
<b>Illusions</b>	Bel, Manannan Mac Lir
<b>Ensorcelments and Enchantments</b>	the Skilled Gods
<b>College of Earth Magics</b>	
<b>Talents</b>	
T1 Detect Aura	Ogmha
<b>General knowledge Spells</b>	
G1 Speak Animals	Brigid Danu, Rhiannon, Cernunnos
G2 Speak Plants	Brigid
G3 Control Animals	Rhiannon, Danu
G4 Blending	Cernunnos
G5 Walk Unseen	Cernunnos
G6 Healing	Dian Cecht, Danu
G7 Det Traps & Snares	Cernunnos
G8 Detect Poisons	Dian Cecht
G9 Lesser Enchantment	Danu, The skilled gods
G10 Herbal Lore	Brigid
G11 Tracking	Cernunnos
<b>Special knowledge Spells</b>	
S1 Earth Hammer	Dagdha, Madb
S2 Hands of Earth	Cernunnos
S3 Strength of Stone	Dagdha, Madb
S4 Armour of Earth	Dagdha
S5 Diamond Weapon	Dagdha, Madb

S6 Gem Creation	Bel
S7 Animal Growth	Brigid, Rhiannon
S8 Enchant Plant	Cernunnos
S9 Bind animals	Rhiannon
S10 C&C Elemental	Dagdha
S11 Sinking Doom	Madb
S12 Wall of Stone	Danu
S13 Wall of Iron	Danu
S14 Tunnelling	Dagdha, Rhiannon
S15 Trollskin	Cernunnos
S16 Magma	Madb
S17 Diamond Javelins	Madb
S18 Transform Earth	Cernunnos

**General knowledge Rituals**

Q1 Summon Animals Brigid, Rhiannon

**Special knowledge Rituals**

R1 Bind Earth Dagdha

Lugh the long Armed has no benefits (or penalties) for any magic

## 116. THE NORSE GODS

These are the family of Gods best known from the Viking Sagas, but there are similar gods and goddesses worshipped by all the pagan Germanic people. The Sagas show the clearest and most consistent characters.

The Gods and Goddesses have one of three origins, the Sky gods - the Aesir, the nature gods - the Vanir and the Giants. The giants are for the most part the enemies of the other gods. The Aesir and the Vanir fought a war, when that ended hostages were exchanged, these hostages became firm friends and allies.

The Aesir and hostage Vanir live in the plane of Asgard, in their halls. The most important one of which is Odin's hall, Valhalla

The Norse and Germanic people believed that everything, even the gods, were bound by fate. This fate could not be changed and fighting the doom would only make matters worse. Accepting the fate would make life easier in the long run. Fate was personified as 3 women;- Urd (past), Verdandi (present) and Skul (future). These cannot be worshipped as they are steadfast in their course and are not detailed here

**[116.1] The Norse Religion is pantheistic, as [108.13]**

Norse Priests draw their power from the Norse gods, they have a modified version of the College of Runic Magic as their magic. The Priestesses serve the goddesses; they have magic from a modified College of Black Magic. This magic is in addition to their Priestly Magic [108.]. This division into male and female is only concerned with those who can lead services of and draw power from a deity; worship can take place regardless of sex. So a male may participate in the worship of a goddess, and receive benefit from it via the priestess, but a priestess is the only one who may contact and directly benefit from the goddess

**[116.2] Changes to the College of Rune Magic for priests**

Instead of Call Totem Sprit the priest may summon one of the Valkyries (see section [116.20])

**[116.3] Changes to the College of Black Magic for priestesses**

1. Instead of Call Master the priestess may summon one of Frigga's handmaidens (see section [116.20])
2. There are no pacts with the Powers of Darkness, instead a pact may be made with Hel to gain access to the spells and rituals in her sphere of influence
3. The dead body, or bodies, used in The Hand of Glory (R-5)

and The Dead Man's Candle (R-6) must be from a sentient sacrificial victim of one of the Norse deities.

**[116.4] Odin**

Odin is the leader god in the Norse pantheon. He was the son of the primordial Giants, which the later replaced Also known as Woden, Woutan, Wootan, Wodenaz and Vodin Odin has three facets  
Odin – All father his facet as leader of the gods  
Odin – Fjolsvidr the facet of wisdom and magic  
Odin – Valfoadr Father of the Valiant

**Odin – All father**

This is Odin as the leader of the Norse/Germanic Gods, as such he is concerned with leadership, Justice and Oaths

**Activity:** Odin is active in the mortal world, by his two ravens Huninn (thought) and Munin (memory) he knows most things that happen

**Sacrifices:** Accepted, including sentients, these will be criminals, especially oath breakers by hanging from an oak tree

**Holy Day:** Wednesdays are associated with him, but there is only a 1% benefit to Priest purified to any facet of Odin on Wednesdays

**Description:** A mature, vigorous, balding man with a long grey beard. He only has one eye, something he tries to disguise, but cannot change. He normally wears a broad brimmed hat to shade the eye. He generally wears grey and blue, symbolising the sky. He carries a spear, Gungnir (see Arcane Wisdom) which can place a geas on oath breaker to fulfil their oaths, and the ring Draupnir also see Arcane Wisdom. He has two ravens already mentioned and an 8 legged horse (Sleipnir) that can run through the air and over water. Bears, wolves eagles, falcons and hunting dogs also might be around

**Character:** Mysterious and sometime sinister he still has the best interests of the world in mind. His final fate preys on his mind and can make him grim at times

**Worshippers and Priests:** Any except oath breakers may worship any priest may serve

**Taboos:** Oath braking

**Favoured Actions:** Keeping oaths despite the cost

**Sacred Sites, Symbols and Animals:** High places, such as the top of hills and mountains and the tallest of oaks are sacred to him. His animals are ravens, bears, wolves eagles falcons and hunting dogs

**Skills:** Priests purified to him act as 2 ranks higher for the Military Scientist skill, and one rank lower for all other skills

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic  
**Abilities:** All Talents; G-1, 5, 7; S-5, 6; Q-1, 2, 3; R-1, 2, 3 and one rank lower on all others

**Odin – Fjolsvidr**

Odin sacrificed himself (the lost eye and injured by his own spear) in order to gain knowledge, particularly of runes.

**Activity:** Odin is active in the mortal world, by his two ravens Huninn (thought) and Munin (memory) he knows most things that happen

**Sacrifices:** Not accepted, the seeker for truth must suffer himself to gain knowledge

**Holy Day:** Wednesdays are associated with him, but there is only a 1% benefit to Priest purified to any facet of Odin on Wednesdays

**Description:** A mature, vigorous, balding man with a long grey beard. He only has one eye, something he tries to disguise, but cannot change. He normally wears a broad brimmed hat to shade the eye. He generally wears grey and blue, symbolising the sky. He carries a spear, Gungnir (see Arcane Wisdom) , and the ring Draupnir also see Arcane Wisdom. He has two ravens already mentioned and an 8 legged horse (Sleipnir) that can run through the air and over water. Bears,

wolves eagles falcons and hunting dogs also might be around  
**Character:** Mysterious and sometime sinister he still has the best interests of the world in mind. His final fate preys on his mind and can make him grim at times

**Worshippers and Priests:** Any except oath breakers may worship any priest may serve

**Taboos:** Ignorance

**Favoured Actions:** Self sacrifice and keeping oaths despite the cost

**Sacred Sites, Symbols and Animals:** High places, such as the top of hills and mountains and the tallest of oaks are sacred to him. His animals are ravens, bears, wolves eagles falcons and hunting dogs

**Skills:** Priests have no penalty or bonus to the use of any skills whilst purified for Odin – Fjolsvidr

**Magic:** There are no modifiers added to the success chance of any magic of a Priest purified for Odin – Fjolsvidr. The modifiers listed in [108.5] still apply

### Odin – Valfodr

Odin also leads the Valkyries scouring the battle fields for the honourable dead; these are taken to Valhalla to train for the final battle.

He also leads the wild hunt, pursuing evil spirits and those disrespectful

**Activity:** Odin is active in the mortal world, by his two ravens Huninn (thought) and Munin (memory) he knows most things that happen

**Sacrifices:** Accepted, including sentients, generally prisoners of war by hanging from an oak tree or in battle by a dedication ritual

**Holy Day:** Wednesdays are associated with him, but there is only a 1% benefit to Priest purified to any facet of Odin on Wednesdays

**Description:** A mature, vigorous, balding man with a long grey beard. He only has one eye, something he tries to disguise, but cannot change. He normally wears a broad brimmed hat to shade the eye. He generally wears grey and blue, symbolising the sky. He carries a spear, Gungnir (see Arcane Wisdom), and the ring Draupnir also see Arcane Wisdom. He has two ravens already mentioned and an 8 legged horse (Sleipnir) that can run through the air and over water. Bears, wolves eagles falcons and hunting dogs also might be around

**Character:** Mysterious and sinister he still has the best interests of the world in mind. His final fate preys on his mind and makes him grim. He is testing the strength and bravery of the slain

**Worshippers and Priests:** Any except oath breakers may worship; any priest may serve

**Taboos:** Cowardice

**Favoured Actions:** Bravery, particularly suicidal

**Sacred Sites, Symbols and Animals:** High places, such as the top of hills and mountains and the tallest of oaks are sacred to him. Battle fields before the dead have been cleared away. His animals are ravens, bears, wolves eagles falcons and hunting dogs

**Skills:** Priests purified to him act as 2 ranks higher for the Military Scientist skill, and one rank lower for all other skills

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-5; S-7, 8; Q-1, 2; R-3 and one rank lower on all others

### [116.5] Thor

Thor is the son of Odin and Frigga and husband of Sif  
 A straight forward God he has no other facets  
 Also known as Donar, Ger, Donner and Thunor

### Thor – The Thunderer

The lord of storms, particularly associated with thunder and

lightning. A very popular god.

**Activity:** Active, particularly against giants

**Sacrifices:** Accepted, including sentients, by hanging from a lightning struck tree

**Holy Day:** Thursdays are associated with him, but there is only a 1% benefit to Priest purified to Thor on Thursdays

**Description:** An extremely well built young man with red hair and beard. He is armed with a hammer (Mjolnir, see Arcane Wisdom (doubled against giant, doubled once more against frost giants)) which can be thrown and always returns to the wielder. His hammer will do damage on return to the wielder unless the wielder also has Thor's gloves (see Arcane Wisdom). He also wears a belt, once more see Arcane Wisdom. Thor rides in a noisy chariot drawn by two goats. His favourite colour is red.

**Character:** Thor is without guile, he tackles problems head on, sometimes without thinking. He enjoys all the things a "true" Viking likes fighting, feasting and drinking. He has however a violent temper if things do not go his way. He also has a softer side and will look after priests and slaves

**Worshippers and Priests:** Any male may worship, Only priests, not priestesses may purify themselves to him

**Taboos:** Abusing one's power to hurt those weaker than you

**Favoured Actions:** Protecting those weaker than oneself

**Sacred Sites, Symbols and Animals:** Thor is associated with the Oak, partially lightning struck trees and his sacrificial victims were hung from these trees. His hammer was one of the most popular symbols worn by the Vikings

**Skills:** Priests have no penalty or bonus to the use of any skills whilst purified for Thor

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-5; S-7, 8; Q-1, 2; R-3 and one rank lower on all others

### [116.6] Tyr

Tyr is the son of Odin and Frigga. As time went on this god declined as Odin, Thor and Frey encroached on his sphere of influence, but he was once one of the major gods  
 Also known as Tiwaz, Tig, Tiv, Tiu, Saxnot, Heru and Ziu

### Tyr – The God of Honourable War

**Activity:** Active, can give victory in battle

**Sacrifices:** Accepted, including sentients, generally prisoners of war

**Holy Day:** Tuesdays are associated with him, but there is only a 1% benefit to Priest purified to Tyr on Tuesdays

**Description:** A powerful well armed and armoured man. He lacks his right hand after it was bitten off by the wolf Fenris. He had placed his hand in its mouth as a hostage to Fenris' freedom; once the wolf was bound Tyr lost his hand. He has a sword (BC 80% Damage D+10) and large round shield (protection 10% per rank)

**Character:** Honourable, but still prone to violence

**Worshippers and Priests:** Warriors may worship Tyr, and only Priests may purify themselves to him

**Taboos:** Dishonourable acts

**Favoured Actions:** Maintaining honour in war

**Sacred Sites, Symbols and Animals:** His symbols are a shield and sword, particularly the 6 pointed sword star (like a Star of David)

**Skills:** Priests purified to him act as 2 ranks higher for weapon skills, and 2 ranks lower for all other skills.

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-5; S-7, 8, 9; Q-1, 2; R-3 and one rank lower for all others

### [116.7] Frey

Frey was not part of the Family of Odin, he was a hostage

from a different set of Gods, the Vanir. However, he was a loyal ally  
Also known as Fro and Fricco and Fridleef

### Frey – The Summer God

God of the summer, and the good things that take place in it, also Fays

**Activity:** Brings on the summer

**Sacrifices:** Accepted, farm animals (horses, oxen and boar especially) and other produce

**Holy Day:** The day following the winter solstice

**Description:** A powerfully built young man with blond shining hair and beard. He has a sword and Skidbiadnir (see Arcane Wisdom for both). He also has a golden Boar and Golden Horse

**Character:** A peaceful god, he never the less is an implacable enemy of those who would bring darkness

**Worshippers and Priests:** Any with a good heart may worship him. Only priests may purify themselves to him, and those that are Sun aspected have a 10% bonus to purification ritual for him

**Taboos:** Evil acts

**Favoured Actions:** Good acts

**Sacred Sites, Symbols and Animals:** Boars and horses are sacred to him, as is the holly tree and holly groves

**Skills:** Priests purified to him act as 2 ranks higher for the skills of Beast Master, Courtesan, Healer, Horsemanship and Mechanician, and 1 rank lower for all other skills.

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-5; Q-1, 2, 5; R-3 and one rank lower on all others

### [116.8] Heimdall

Heimdall was the son of Odin and all nine of the wave maidens. He is one of the more magical of the gods

### Heimdall – The Guardian

The god of dawn, he is the guardian of the Rainbow bridge (Bifrost) to Asgard, the home of the Gods

**Activity:** Active as a protector

**Sacrifices:** Accepted, including sentients

**Holy Day:** Spring equinox

**Description:** A tall well built man, he has flashing golden teeth. He dresses in white, including white armour. He has a glowing sword (BC 80% Damage D+9) and above all a magnificent horn. If he blows his all, even those in a coma, will wake and become alert within a 10 mile radius, and it will be heard within a 100mile radius. He himself can see to the horizon, even at night, has witch sight always on and can hear the smallest sounds

**Character:** A solid and dependable god, he is an implacable enemy of evil

**Worshippers and Priests:** Any may worship, only priests may purify themselves to Heimdall

**Taboos:** Breaking into homes

**Favoured Actions:** Defending your home/homeland

**Sacred Sites, Symbols and Animals:** He is the god of gates and doors, his temple will be a small enclosed room. His horn is his symbol

**Skills:** Heimdall does not specialise in skills, any priest purified to him can use skills as if one rank less, he does however gain more magic

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-1, 3, 5, 6, 9; S-1, 3, 4, 6; Q-1, 2, 3, 5; R-3, 4 and one rank lower on all others

### [116.9] Hermod

Hermod is the son of Odin and Frigga

His parallels with Hermes are significant enough to suggest that the Norse copied this god in his entirety from the Greeks

### Hermod – The Messenger

He also conducts the souls of the dead to their ultimate resting place, as such he can deputise for Odin in the Ride of the Valkyries

**Activity:** Hermod is not particularly active in his own right, but his speed makes him an ideal servant of the gods, delivering messages and objects to those the gods wish to aid or punish

**Sacrifices:** Accepted, animals only

**Holy Day:** Autumn Equinox

**Description:** Hermod appears to be a young man with a staff to symbolise his protected status as herald.

**Character:** Full of youthful exuberance

**Worshippers and Priests:** Any may worship, only priests may purify themselves to Him

**Taboos:** Attacking a herald or traveller. Refusing aid to one such will also be disapproved of

**Favoured Actions:** Aiding a herald or traveller

**Sacred Sites, Symbols and Animals:** Small roadside shrines can be found. His symbol is his staff

**Skills:** Priests purified to him act as 2 ranks higher for the Merchant and Spy skills, and one rank lower for all other skills

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3, 5; G-5; S-2; Q-1, 2, 6; R-3, 4 and one rank lower on all others

### [116.10] Njord/Aegir

These are two gods poorly characterised in myth, Njord is the god of inland seas and Aegir that of the oceans. Both of these gods are Vanir rather than Aesir  
Also known as Niord Niordhr and Niorthr

### Njord/Aegir – The Seas

**Activity:** Any sailor accepts that they are active

**Sacrifices:** Accepted, including sentients, death is by drowning

**Holy Day:** none

**Description:** He wears a short green tunic with either a seaweed hat or a helmet of sea shells

**Character:** Njord is clam and placid, Aegir is raging and quick to violent anger

**Worshippers and Priests:** Any may worship, particularly before going on a voyage, only priests may purify themselves to them

**Taboos:** The mariner has many superstitions associated with the sea, these had best be heeded

**Favoured Actions:** Adventure, and exploration

**Sacred Sites, Symbols and Animals:** Swans are sacred to them and ship-shaped temples can be found in ports

**Skills:** Priests purified to him act as 2 ranks higher for the Navigator skill, and one rank lower for all other skills

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-5, 8; Q-1, 2; R-3 and one rank lower on all others

### [116.11] Loki

Loki is neither a Aesir or Vanir, rather he is descended from Giants, his father was Farbauti. He was adopted into the gods as the brother of Odin, but this did not have happy results

### Loki – Fire

Loki is the fire, helpful if controlled, but dangerous if not. He is fickle, treacherous greedy and evil. These negative traits increase as time goes on

**Activity:** Imprisoned by the other gods he still has influence; he is destined to break free

**Sacrifices:** Accepted, including sentients, by burning

**Holy Day:** 1st of November

**Description:** A slight (by Norse god standards), figure with red hair and dresses in red, has the cursed ring Andvari, see Arcane Wisdom, but he is a master shape shifter

**Character:** In the early stories he is mischievous but helpful to the gods, as time progresses his actions become more evil.

**Worshippers and Priests:** Any may worship, only priests may purify themselves to them. It is unlikely that many would chose to worship Loki, those that do, do so in secret

**Taboos:** None

**Favoured Actions:** Destruction, evil, theft

**Sacred Sites, Symbols and Animals:** Loki's symbol is fire

**Skills:** Priests purified to him act as 2 ranks higher for the skills of Assassin, Stealth, Spy and Thief, and 2 ranks lower for all other skills.

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-2, 4, 5; Q-1, 2; R-3 and one rank lower on all others

#### [116.11] Ullr

Son of Sif, father unknown, possibly Thor. Thor was his step father if nothing else

Also known as Ull, Uller, Oller, Vulder and Holler

#### Ullr – The Hunter

A god of winter and hunting

**Activity:** Winter is his favoured season, that is when he is most likely to see about

**Sacrifices:** Accepted, including sentients

**Holy Day:** The day before Winter solstice

**Description:** A pale young man dresses in heavy furs. He travels using skis or snow shoes, which enable him to move freely over any surface. He hunts using a Yew long bow (Base chance 60% Damage D+5, capable of targeting 3 targets individually per pulse with no penalty)

**Character:** Cold and miserly

**Worshippers and Priests:** Any may worship, only priests may purify themselves to them, and those that are winter aspected have a 10 bonus to purify themselves to Ullr

**Taboos:** Greed

**Favoured Actions:** Hunting

**Sacred Sites, Symbols and Animals:** The bow is his symbol and hunting dogs his favoured animal. Cold places, such as hollows on the nothside of hills are sacred to him

**Skills:** Priests purified to him act as 2 ranks higher for the Ranger skill

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-5; Q-1, 2; R-3 and one rank lower on all others

#### [116.12] Bragi

Bragi is the son of Odin and the giantess Gunlod

Also known as Brage

#### Bragi – God of Eloquence

**Activity:** Active through the actions of Skalds (the Norse equivalent of Troubadours)

**Sacrifices:** Not accepted

**Holy Day:** none

**Description:** A young beautiful man. He wears finely embroidered clothing in bright colours

**Character:** Laughing and carefree

**Worshippers and Priests:** Formal worship is unusual, the performance is an act of worship, but Priests may purify themselves to him, and those that are spring aspected have a 10 bonus to purify themselves to Bragi

**Taboos:** Making overstated claims, poor performances

**Favoured Actions:** Good performance

**Sacred Sites, Symbols and Animals:** His symbol is a lap harp. When this is played it will cause spring to appear and heal D+5 Fatigue and D endurance points

**Skills:** Priests purified to him act as 2 ranks higher for the Troubadour skill, and one rank lower for all other skills

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities T-3; G-5; Q-1, 2; S-5; R-3 and one rank lower on all others

#### [116.13] Volund

Volund is the craftsman of the gods his origins are sufficiently mortal as to suggest he was copied from the Greeks and Romans

Also known as Wayland

#### Volund – The Smith

He has created many ingenious, magical, beautiful and useful objects for the Gods.

**Activity:** Some of his items could be in the mortal world, in addition he enjoys helping others with his skills and can be found in certain locations helping repairs, such as replacing a cast horse shoe in the middle of the night

**Sacrifices:** Finely made artefacts (including magical). These are not destroyed, but kept by the temple

**Holy Day:** 28<sup>th</sup> October

**Description:** Volund is lame and often needs a stick to walk with, however he is powerfully built and handsome

**Character:** He will react favourably to helpers, but angrily to those who do not pay the craftsman his due

**Worshippers and Priests:** Any may worship, only priests with some Mechanician ranks may purify themselves to them

**Taboos:** Not finishing a task or performing it bellow abilities

**Favoured Actions:** Inspired craftsmanship

**Sacred Sites, Symbols and Animals:** Temples can be found in cities, particularly ones with a tradition of craftsmanship. There are no particular animals associated with him, but his symbol is the hammer or anvil

**Skills:** Priests purified to him act as 2 ranks higher for the Mechanician and Alchemist skill

**Magic:** Priests purified to him act as two ranks higher for the following spells and rituals of the College of Rune Magic Abilities G-9; S-1 8 and one rank lower on all others

#### [116.14] Frigga

Frigga is the wife of Odin

Also known as Frig and Frija

She has three facets

Frigga – The All-knowing

Frigga – The Protectress

Frigga – The Seer

#### Frigga – The All-knowing

She is the mother who knows everything, but is still forgiving

**Activity:** Active tempering justice with mercy

**Sacrifices:** Accepted

**Holy Day:** Fridays are associated with her, but there is only a 1% benefit to Priestess purified to Frigga on Friday

**Description:** A beautiful, mature woman dressed in dark clothes. She has a golden girdle at her waist on which hang her household keys. These unlock her chests and cabinets containing many secrets and treasures. Her expression as sad as she knows the future

**Character:** Sad and care worn. She only rarely gives clear advice, but seeks to guide

**Worshippers and Priestesses:** Any may worship, only priestesses may purify themselves to her

**Taboos:** Cruelty

**Favoured Actions:** Mercy

**Sacred Sites, Symbols and Animals:** The stork or heron are sacred to her. The hearth in any house hold is sacred, but only gives a bonus of 1% to these religious magic abilities

**Skills:** Priestesses have no penalty or bonus to the use of any skills whilst purified for Frigga – The All-knowing

**Magic:** There are no modifiers are added to the success chance of any magic of a Priestess purified for Frigga – The All-knowing. The modifiers listed in [108.5] still apply. The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-3,4, 5 are available only to those who have formed a pact with Hel

### Frigga – The Protectress

In this aspect Frigga is the patron of Motherhood and the home, and the kind weather that make home life pleasant

**Activity:** Active in the home

**Sacrifices:** Not accepted

**Holy Day:** Fridays are associated with her, but there is only a 1% benefit to Priestess purified to Frigga on Fridays

**Description:** A beautiful, mature woman dressed in dark clothes or white as her mood changes. She has a golden girdle at her waist on which hang her household keys

**Character:** Motherly, and authoritative, can be deceitful to get her own way

**Worshippers and Priestesses:** Any may worship, only priestesses may purify themselves to her

**Taboos:** Infidelity in marriage

**Favoured Actions:** Faithfulness in marriage, couples who die happily married go to her halls after death to live in marital bliss

**Sacred Sites, Symbols and Animals:** The stork or heron are sacred to her. The hearth in any house hold is sacred, but only gives a bonus of 1% to these religious magic abilities

**Skills:** Priestesses purified to her act as 2 ranks higher for the skills Healer, Spy and Thief, and one rank lower for all other skills

**Magic:** Priestesses purified to her act as two ranks higher for the following spells and rituals of the College of Black Magic Abilities T-3; G-3, 4, 5, 6, 7, 11, 13, 14; S-3, 11, 13, 14; R-1, 6 and 2 ranks lower on all others. The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-3, 4, 5 are available only to those who have formed a pact with Hel

### Frigga – The Seer

She send visions to guide the future

**Activity:** Active by visions sent

**Sacrifices:** Accepted, including sentient

**Holy Day:** Fridays are associated with her, but there is only a 1% benefit to Priestess purified to Frigga on Friday

**Description:** A beautiful, mature woman dressed in dark clothes. She has a golden girdle at her waist on which hang her household keys These keys have the property of being able to unlock any non-magically lock. Her expression as sad as she knows the future

**Character:** sad and care worn. She only rarely gives clear advice

**Worshippers and Priestesses:** Any may worship, only priestesses may purify themselves to her

**Taboos:** none

**Favoured Actions:** none

**Sacred Sites, Symbols and Animals:** The stork or heron are sacred to her. The hearth in any house hold is sacred, but only gives a bonus of 1% to these religious magic abilities

**Skills:** Priestesses purified to her act as 2 ranks higher for the Astrologer skill, and one rank lower for all other skills

**Magic:** Priestesses purified to her act as two ranks higher for the following spells and rituals of the College of Black Magic Abilities T-1, 2; G-4, 12, 14; Q-1; R-3, 6 and one rank lower on all others. The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-3, 4, 5 are available only

to those who have formed a pact with Hel

### [116.15] Freya

She is the brother of Frey, and like him she is a Vanir

Freya has three facets :-

The Goddess of Love

The Goddess of Fertility

The Goddess of War

Like The Morrigan and Artemis; Freya is a lunar Goddess, like them she changes with the phase of the moon. She is the goddess of love at the new moon ( $\frac{1}{3}$  of the phase). The fertility goddess at the full moon ( $\frac{1}{3}$  of the phase); finally The goddess of War at the old moon (again  $\frac{1}{3}$  of the phase). Purification rituals naming one of the aspects has a 10% bonus if the phase of the moon is that for that facet, and a -10% penalty if the phase of the moon is not that for that facet. All three may take on the appearance of the other if she chooses. Those priestesses that are lunar aspected have a 10 bonus to purify themselves to Freya

Also known as Eostre – goddess of the spring, Nerthus, Mardal, Moerthall, Horn and Syr

### Freya – Goddess of Love

**Activity:** Active in promoting love in the world

**Sacrifices:** Accepted, including sentients

**Holy Day:** First full moon following the spring equinox (Easter)

**Description:** A beautiful young woman dressed in the height of fashion, she has a necklace (Brising) that adds 5 to the PB of any wearer. Her silver chariot is drawn by cats

**Character:** Vane and promiscuous, she can be catty if she doesn't get her own way

**Worshippers and Priestesses:** Any may worship, only priestesses may purify themselves to her

**Taboos:** Being cold and impersonal

**Favoured Actions:** Being in love

**Sacred Sites, Symbols and Animals:** Cats are sacred to her

**Skills:** Priestesses purified to her act as 2 ranks higher for the Courtesan skill, and one rank lower for all other skills

**Magic:** Priestesses purified to her act as two ranks higher for the following spells and rituals of the College of Black Magic Abilities G-4, 8, 14; S-2, 8, 12, 20, 21; R-2, 6 and one rank lower on all others. The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-3, 4, 5 are available only to those who have formed a pact with Hel

### Freya – Goddess of Fertility (Syr)

**Activity:** Active in growth of crops

**Sacrifices:** Accepted, including sentients

**Holy Day:** First full moon following the summer solstice

**Description:** A beautiful young woman dressed in the height of fashion, she has a necklace (Brising) that adds 5 to the PB of any wearer. Her silver chariot is drawn by cats

**Character:** Vane but she is faithful to her husband Odur, she can be catty if she doesn't get her own way

**Worshippers and Priestesses:** Any may worship, only priestesses may purify themselves to her

**Taboos:** Destroying un-necessarily

**Favoured Actions:** Being fertile and producing things

**Sacred Sites, Symbols and Animals:** Cats are sacred to her as are the ears of corn

**Skills:** Priestesses purified to her act as 2 ranks higher for the skills Beast Master, Horsemanship and Mechanician, and one rank lower for all other skills

**Magic:** Priestesses purified to her act as two ranks higher for the following spells and rituals of the College of Black Magic Abilities G-4, 14; S-1, 2, 4, 5, 7; R-6 and one rank lower on all others. The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-3, 4, 5 are available only to those who have formed a pact with Hel

### Freya – Goddess of War (Moertholl)

**Activity:** Active in choosing the best of the slain

**Sacrifices:** Accepted, including sentients

**Holy Day:** First full moon following the Autumn equinox

**Description:** A beautiful young woman dressed in the height of fashion in shining armour, she has a necklace (Brising) that adds 5 to the PB of any wearer and a magic cloak (see Arcane Wisdom). Her silver chariot is drawn by cats

**Character:** Vane and promiscuous, she treats with scorn warriors not worthy

**Worshippers and Priestesses:** Any may worship, only priestesses may purify themselves to her

**Taboos:** Cowardice

**Favoured Actions:** Bravery

**Sacred Sites, Symbols and Animals:** Cats are sacred to her

**Skills:** Priestesses purified to her act as 2 ranks higher for weapon skills, and 2 ranks lower for all other skills.

**Magic:** Priestesses purified to her act as two ranks higher for the following spells and rituals of the College of Black Magic Abilities G-4, 10, 14; S-2; R-6 and one rank lower on all others. The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-3, 4, 5 are available only to those who have formed a pact with Hel

### [116.16] Hel

Hel is the Daughter of Loki and a Giantess. In some stories she is the third, crone, facet of Frigga Also known as Hela, Holle, Huldra and Holde

### Hel – Queen of the Dead

**Activity:** She collects the dead not worthy of going to the halls of Valhalla or Frigga

**Sacrifices:** Accepted, including sentients

**Holy Day:** First night without a moon following the winter solstice

**Description:** Dirty, ugly, half black and the other half bruise-blue feeding on the brains and marrow of men. She rides on a three legged horse that can still out-pace any normal horse

**Character:** Cold and uncharitable, she is, however, (unlike her father or brothers) not evil

**Worshippers and Priestesses:** Any may worship, only priestesses may purify themselves to her, but few choose to do

**Taboos:** None

**Favoured Actions:** None

**Sacred Sites, Symbols and Animals:** None

**Skills:** Priestesses purified to her act as 2 ranks higher for the Assassin skill, and one rank lower for all other skills. The pact with Hel need not be made

**Magic:** Priestesses purified to her act as two ranks higher for the following spells and rituals of the College of Black Magic Abilities G-1, 2, 4, 9, 14; S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-4, 5, 6 and one rank lower on all others. The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22, R-3, 4, 5 are available only to those who have formed a pact with Hel and there are no bonuses

### [116.17] Summary of the Skill benefits for each god(ess)

Skill	God	Goddess
Alchemist	Volund	
Assassin	Loki	Hel
Astrologer		Frigga the Seer
Beast Master	Frey	Freya Goddess of Fertility
Courtesan		Freya Goddess of Love
Healer	Frey	Frigga the Protectress
Horsemanship	Frey	Freya Goddess of Fertility
Mechanician	Frey & Volund	Freya Goddess of Fertility
Merchant	Hermod	
Military Scientist	Odin All father and Valfodr	
Navigator	Niord/Aegir	

Ranger	Ullr	
Stealth	Loki	
Spy	Hermod, Loki	Frigga the Protectress
Thief	Loki	Frigga the Protectress
Troubadour	Braggi	
Weapon	Tyr	Freya Goddess of War

The skills without deities were either unknown or alien to the Germanic peoples of that sex. Odin – Fjolsvidr, Thor and Frigga – The All-knowing have no benefits (or penalties) for any skills

### [116.18] Summary of the Magic benefits for each god

#### College of Rune Magics

##### Talents

T1 Read Ancient Languages	Odin – All father
T2 Read Codes & Ciphers	Odin – All father
T3 Read Runestick	All
T4 Create Codes & Ciphers	Odin – All father
T5 Summon Wand	Odin – All father, Hermod

##### General knowledge Spells

G1 Detect Aura	Odin – All father, Heimdall
G2 Darkness	Loki
G3 Light	Heimdall
G4 Pyrogenesis	Loki
G5 Curse	All Gods
G6 Illusion	Heimdall
G7 Control Entity	Odin – All father
G8 Purification	Njord/Aegir
G9 Runelock	Heimdall, Volund

##### Special knowledge Spells

S1 Rune Wall	Heimdall, Volund
S2 Summ totem Spirits*	Hermod
S3 Rune Portal	Heimdall
S4 Visitation	Heimdall
S5 Truth	Odin – All father, Braggi
S6 Banishment	Odin – All father Heimdall
S7 Smite	Odin – Valfodr, Thor, Tyr
S8 Runeweapon	Odin – Valfodr, Thor, Tyr, Volund
S9 Binding	Tyr

##### General knowledge Rituals

Q1 Runesticks	All
Q2 Runeward	All
Q3 Warding	Odin – All father, Heimdall
Q4 Healing	Frey
Q5 Sight	Heimdall
Q6 Sending	Hermod

##### Special knowledge Rituals

R1 Casting Runes	Odin– All father (Valkyries execute)
R2 Creeping Doom	Odin – All father
R3 Rune Sacrifice	All
R4 Dimension Portal	Heimdall, Hermod
R4 Runes Of Doom	Odin – All father

\* Summon totem spirits is replaced by summon Valkyrie, this works in the same way as the summon totem spirits spell

Odin – Fjolsvidr has no benefits (or penalties) for any magic

### [116.19] Summary of the Magic benefits for each goddess

#### College of Black Magics

##### Talents

T1 Witchesight	Frigga the Seer
T2 Project Image	Frigga the Seer
T3 Special Alchemy	Frigga the Protectress

##### General knowledge Spells

G1 Fear	Hel
G2 Darkness	Hel
G3 Walk Unseen	Frigga the Protectress
G4 Damnum Minatum	All
G5 Call Storm	Frigga the Protectress
G6 Wind Whistle	Frigga the Protectress

G7 Prot vs Weres	Frigga the Protectress
G8 Summon Enchanted	Freya – Goddess of Love
G9 Putrescence	Hel
G10 Harm Entity	Freya – Goddess of War
G11 Ignite Flammables	Frigga the Protectress
G12 Hypnotism	Frigga the Seer
G13 Mind Cloak	Frigga the Protectress
G14 Call Master	All

**Special knowledge Spells**

S1 Speak Animals	Freya Goddess of Fertility
S2 Night Vision	All Freya's Facets
S3 Blending	Frigga the Protectress
S4 Crop Blighting	Freya Goddess of Fertility
S5 Crop Blessing	Freya Goddess of Fertility
S6 Pestilence	Hel
S7 Blessing Livestock	Freya Goddess of Fertility
S8 Cont. Animals	Freya – Goddess of Love
S9 Evil Eye	Hel
S10 Cause Diseases	Hel
S11 Bless/Curse Unborn	Frigga the Protectress
S12 Virility	Freya – Goddess of Love
S13 Restorative	Frigga the Protectress
S14 Bone Wall	Frigga the Protectress
S15 Mass Fear	Hel
S16 Agony	Hel
S17 Fire & Brimstone	Hel
S18 Animate Dead	Hel
S19 Helfire	Hel
S20 Shadow Wings	Freya – Goddess of Love
S21 Skin Change	Freya – Goddess of Love
S22 Earth Tremor	Hel

**General knowledge Rituals**

Q1 Tarot	Frigga the Seer
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**Special knowledge Rituals**

R1 Control Weather	Frigga the Protectress
R2 Summon animals	Freya – Goddess of Love
R3 Casting Runes	Hel only (Valkyries execute)
R4 Creeping Doom	Hel only
R5 Hand of Glory	Hel only
R6 Deadman's Candle	All

Frigga – The All-knowing has no benefits (or penalties) for any magic.

The special knowledge spells and rituals: S-6, 9, 10, 15, 16, 17, 18, 19, 22; R-4, 5 are available only to those who have formed a pact with Hel

**[116.20] The Valkyries**

The Valkyries are the warrior women who collect the valiant slain from the scenes of fights. There are either minor deities or mortal women who have impressed the Norse gods in some way. In older times they are more sinister, a function they retain as they are the spirits that will execute the doom caused by the Ritual of Casting the Runes for both priests and priestesses.

**Valkyrie**

**Natural Habitat:** The planes of Asgard and battle fields

**Frequency:** Very rare **Number:** 1-19

**Description:** Young, beautiful women armed and armoured

**Talents, Skills and Magic:** All Valkyries are skilled in ranger, having rank 10 in one habitat. In addition they will have one additional skill at rank 10. They have stealth and horsemanship at 10 also. All other skills will be at rank 4. They are also shape shifters (as [6.9]), each Valkyrie having a different alternative form as well as a swan form due to magical feathers

**Movement Rates:** Running 30-35, Flying 100-150

**PS:** 15-20 **MD:** 17-23 **AG:** 17-20 **MA:** 5-10

**EN:** 16-21 **FT:** 18-25 **WP:** 13-19 **PC:** 15-20

**PB:** 20-25 **TMR:** 6-7 **NA:** none

**Weapons:** All Valkyrie are armed alike with sword, spear shield and bow. This is at one greater than normal maximum rank. They will wear amour giving them a protection of 5

**Comments:** In the ride of the Valkyries they fly around anywhere someone might have been slain in combat. They choose any dead who they consider worthy to take to Valhalla. There they live an afterlife of fighting and feasting in preparation for the final battle to regenerate the world. In the ride they foretell death, all who hear the sound of the ride are under a Doom [84.4] (MA20) to die within a year

They can be summoned using the Summon Valkyrie Spell, this works the same as the Summon Totem Spirits S-2 and replaces it for priests of the Norse Gods. The base chance to summon any Valkyrie is 20%. Once summoned the Valkyries will demand the right to judge any slain (by a kiss); once judged they cannot be resurrected. Any considered unworthy go to Hel's realm and may decide (20% chance), to haunt the party as a ghost. The Valkyrie will be looking for the bravery from the caster and his companions; if this is not forthcoming they will leave immediately. If they leave either because of cowardice or being refused the right to judge the dead they will curse the party. They may be summoned elsewhere, if so they will disappear without warning.

The details of the Valkyries are below:-

**SIGDRIFA** Ranger Terrain: Rough. Other skill at rank 10: Navigator. Alternative form: Buzzard

**SIGRUN** Ranger Terrain: Field. Other skill at rank 10: Military Scientist. Alternative form: Bear.

**KARA HRIST** Ranger Terrain: Cavern. Other skill at rank 10: Alchemist. Alternative form: Boar

**MIST** Ranger Terrain: Ocean. Other skill at rank 10: Assassin. Alternative form: Narwal

**SKEGGJOLD** Ranger Terrain: Woods. Other skill: All weapon skills at maximum rank. Alternative form: Bear

**SKOGUL** Ranger Terrain: Ruin. Other skill at rank 10: Military Scientist. Alternative form: Eagle

**HILDR** Ranger Terrain: Waste. Other skill: All weapon skills at maximum rank. Alternative form: Raven

**PRUDR** Ranger Terrain: Ocean. Other skill at rank 10: Priestess of the Norse Goddesses. Alternative form: Boar

**HLOKK** Ranger Terrain: Plane. Other skill at rank 10: Troubadour. Alternative form: Eagle

**HERFJOTUR** Ranger Terrain: Waste. Other skill at rank 10: Mechanician. Alternative form: Bear.

**GOLL** Base Chance: 40 Ranger Terrain: Marsh. Other skill at rank 10: Troubadour. Alternative form: Wolf.

**GEIRAHOD** Base Chance: 40 Ranger Terrain: Woods. Other skill at rank 10: Thief. Alternative form: Bear

**RANDGRIOR** Base Chance: 40 Ranger Terrain: Cavern. Other skill at rank 10: Courtesan. Alternative form: Lynx

**RADGRIDR** Base Chance: 40 Ranger Terrain: Field. Other skill at rank 10: Healer. Alternative form: Wolf.

**REGINLEIF** Base Chance: 40 Ranger Terrain: Crypt. Other skill at rank 10: Merchant. Alternative form: Raven

**GUNNR** Base Chance: 40 Ranger Terrain: Plain. Other skill at rank 10: Military Scientist. Alternative form: Raven

**ROTA** Base Chance: 40 Ranger Terrain: Rough. Other skill at rank 10: Spy. Alternative form: Boar

**SKULD** Base Chance: 40 Ranger Terrain: Ruin. Other skill at rank 10: Astrologer. Alternative form: Lynx

**GONDUL** Base Chance: 40 Ranger Terrain: Crypt. Other skill at rank 10: Beast Master. Alternative form: Wolf

**[116.20] The Handmaidens of Frigga**

The Handmaidens are those that serve the goddess Frigga. There are either minor deities or mortal women who have impressed the Norse goddesses in some way

**Handmaiden**

**Natural Habitat:** The planes of Asgard

**Frequency:** Very rare

**Number:** 1-9

**Description:** Young, beautiful women

**Talents, Skills and Magic:** All skilled in one skill, having rank 10 in that. In addition they have stealth and horsemanship at 8. All other skills will be at rank 4. They are also Mages, each Handmaiden specialising on one college. Within that college they will have all Special knowledge at rank 15 and all special knowledge at rank 10

**Movement Rates:** Running 30-35

**PS:** 10-20 **MD:** 17-23 **AG:** 18-21 **MA:** 15-20

**EN:** 15-20 **FT:** 17-24 **WP:** 15-22 **PC:** 18-24

**PB:** 20-25 **TMR:** 6-7 **NA:** none

**Weapons:** The handmaidens will use non-cold iron weapons and armour, if given them. They will have half max rank with sword, shield, spear knife dagger and bow (except Snotra who will use them at rank 7 or the maximum which ever is lower).

**Comments:**

Hand maidens do Frigga's bidding and attend to her and carry out her wishes. However they do have their own personality and some have disobeyed from time to time

They can be summoned using the Call Handmaiden Spell, this works the same as the Call Master spell G-14 and replaces it for priestesses of the Norse Goddesses. The base chance to summon any Handmaiden is 20%. Once summoned the handmaiden will aid the party if she feels it deserves it and if they think Frigga would support them. If they do not feel this or if during their time with the party they are dissatisfied they will leave. If they leave because of these reasons they may curse the party. They may be summoned elsewhere, if so they will disappear without warning.

The details of the Handmaidens are below:-

**HABONDIA** Skills: Ranger. College of Magic: Earth, Druidic. Concerned with the bounty of earth, and the effort needed to produce it

**FULLA** Skills: Beast Master. College of Magic: Earth, Pacifistic. Concerned with the bounty of earth, less ruthless than Habondia

**HLIN** Skills: Navigator. College of Magic: Water. Protectress of sailors

**GNA** Skills: Merchant. College of Magic: Air. Frigga's messenger

**LOFN** Skills: Courtesan College of Magic: Black. A sexy handmaiden

**GEFN** Skills: Astrology. College of Magic: Celestial, Star mage. A sorrowful, kindly woman

**EIR** Skills: Healer. College of Magic: Rune. A caring Handmaiden

**SYN** Skills: Spy. College of Magic: Celestial, Shadow mage She is concerned with the finding of truth of about wrongdoers

**VARA** Skills: Assassin. College of Magic: Celestial, Dark mage. She is concerned with the punishment of wrongdoers

**VOR** a Priestess, with the priest skill and priestly magic. Concerned with the dealings of this and other pantheons

**SNOTRA** Skills: All at rank 7. College of Magic: Naming. She will know most of the generic and individual true names of everything on the mortal world (80% chance, increased if an individual is well known). She may use that knowledge, but will seldom reveal the name. Any attempt to force her to reveal a name will result in her departure and a major curse on any she holds responsible for her treatment.

**VJOFN** Skills: Courtesan. College of Magic: Illusions. A kindly handmaiden she seeks to bring peace

## 117. EGYPTIAN PANTHEON

All the pantheons in this book have caused difficulty, most due to lack of information, the Egyptian religion has too much. The length of time this pantheon was active has made

producing a unified, consistent pantheon for DQ a hard task. The position of chief god changed as different regions and politics came to power, the original one was Ptah, then Re, he was replaced by Amun and in an act of religious vandalism the pharaoh Aktenaten replaced Amun by the Power of Light God, the Aten (see section [121.]). This was unpopular so Amun was restored, but Osiris, Isis and their son Horus became increasingly popular. These three then split their personality to eventually become Powers of Light (see section [121.]), whilst still retaining a portion of their worship as Pagan

### [117.1] Priests must have performed a purification ritual for at least 1 hour before using any religious magic

As part of the purification ritual they must wear white clothes and must completely shave themselves, no bodily or head hair is permitted what so ever. They must also apply oils to their skin (this shaving and anointing is part of the ritual). The requirements are so rigorous that a priest will be "on duty" for 3 months of each year, this leaves 9 months for a priest of the Egyptian pantheon to do other things. He need not officiate in religious rituals, but should still prey once a day and do his best to keep clean and relatively clean-shaven. A priest not "on duty" has a 10% penalty to all magic unless he performs a full ritual purification. The effects of the purification can be nullified by coming into contact with excrement.

### [117.2] The Egyptians were obsessed with the life after death

This should be the primary concern of an Egyptian priest, so much so that worldly riches would be donated to the temples in exchange for mummification and the promise of eternal life after death. The body was vital; to leave a friend's body un-preserved or to destroy a body completely would be a shocking breach of Egyptian norms of behaviour.

### [117.3] Ptah

Ptah is the creator god in the main version of Egyptian mythology. He is said to have created the world with a single word out of the unnamed void, thus there is a dimension to Ptah that is still in the void and unknowable to the majority of worshippers. This has led to him being regarded with some fear by the majority of the population

He has been superseded in importance first by Re and then by Amun. He is still venerated, but as the craftsman who made the world, as such he is the patron and tutelary god of Craftsmen and Mechanics

Ptah has two facets:-

Ptah – Creator and Craftsman

Ptah – Lord of the Unnamed Void

These facets are sufficiently distinct to rule out worship by a single priest

#### Ptah – Creator and Craftsman

He created the world from the void using thought and speech rather than the work of his hands, craftsmen will try to use his name and techniques to enhance their work

**Activity:** Not very active in the mortal world, will seek to inspire rather than interfere directly

**Sacrifices:** Accepted; a black bull with particular white markings (this makes it difficult to find). The sacrifice is that the life of the bull is dedicated; it cannot be eaten and must live out its life without performing work

**Holy Day:** July 5<sup>th</sup>

**Description:** Ptah is depicted as a mummified man with his hands free, to hold a sceptre and a measuring rod. This rod, if used to measure, an object or entity will reveal its true name. If used to measure in order to mark an object or entity, will immediately, completely and cleanly cut at that length if Ptah wishes.

**Character:** Dark and mysterious, he hides his power and lets others test themselves, he will be indifferent to those he finds

lacking, but to those who are worthy he will be kind and generous

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** Failing in one's destiny

**Favoured Actions:** Inspired craftsmanship

**Sacred Sites, Symbols and Animals:** Temples can be found in cities, particularly ones with a tradition of craftsmanship. He favours a black bull, and his symbol is the measuring rod

**Skills:** Priests pay ¾ cost to advance in Mechanician. In addition they pay half SP cost to train in a temple. There is a 10% chance that there will be someone of rank 10 within temple. All major temples will have someone who can train to the highest rank

**Magic:** There are two forms of priest dedicated to Ptah, these who follow Ensorcelments and Enchantments and the Shaping Magics. The priest, on entering the priesthood, must decide which path to follow. The modifiers listed in the College of Shaping Magics (section [91.] Arcane Wisdom) or the College of Ensorcelments and Enchantments [36.] apply to use of the spells, rituals and talents by a priests of Ptah in addition to those listed in [108.5]. Priests of Osiris are the only ones who can perform the Funeral Ritual

**Magic Abilities List:** The types of spells listed below will be used by a priest of Ptah (this is in addition to the Talents and Rituals used in most religious festivals):- Magic from the College of Shaping Magics OR Magic from the College of Ensorcelments and Enchantments

All Talents, Spells and Rituals from the College of Shaping Magics are OR from the College of Ensorcelments and Enchantments are available

### Ptah – Lord of the Unnamed Void

He created the world from the void using thought and speech and there is still a substantial portion of himself in the void

**Activity:** Not very active in the mortal world, but will concern himself with planar travellers.

**Sacrifices:** Accepted; Creatures from other planes such as creatures of Night and Shadow, Summonables, Demons, Elementals, and Fays from Fairie. The entity may not be summoned for the purpose of sacrifice. Note that if the players move dimensions they will also be suitable sacrifices

**Holy Day:** Days of special astronomical conjunctions. These on average will be once a year, and known in advance to Ptah's priests

**Description:** Ptah is depicted as a mummified man with his hands free, to hold a sceptre and a crook. This crook can extend into different planes and bring back any spirit. He wears a golden medallion, the "Thet of Ptah" (see Arcane Widom [95.]

**Character:** Dark and mysterious, he hides his power and lets others test themselves, he will be indifferent to those he finds lacking, but to those who are worthy he will be kind and generous

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 9

**Taboos:** Medalling with the delicate balance between the planes

**Favoured Actions:** Responsible exploring of the planes

**Sacred Sites, Symbols and Animals:** Temples can be found in out of the way places where the boundary to other planes is thinner. The temples are not common. He favours a black bull, and his symbol is the crook

**Skills:** Priests pay ¾ cost to advance in Astrologer. In addition they pay half SP cost to train in a temple. There is a 10% chance that there will be someone of rank 10 within temple. All major temples will have someone who can train to the highest rank

**Magic:** The following modifiers are added to the success chance of all talents and rituals of this cult in addition to those

listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual

Priest is in an area where one plane dominates +5  
(only to interact with that plane)

in an area where portals are opening naturally +10  
(only to interact with that plane)

**Magic Abilities List:** The types of spells listed below will be used by a priest of this facet of Ptah (this is in addition to the Talents and Rituals used in most religious festivals):-

Enabling travel to other planes  
Summoning and interacting with creatures from other planes

#### Talents:

Speak to Shadow Creatures (T1 Celestial Magics)

Ask the Dead (T1 Necromantic Conjurations)

#### General Knowledge Spells:

Wizard's Eye Spell (S10 Ensorcelments and Enchantments)

Spell of Banishment (S6 Rune Magics. *Note: The use of Rune sticks is not required*)

#### General Knowledge Rituals:

Boundary Surfing (R-1 [122.12])

#### Special Knowledge Spells:

Spell of Visitation (S4 Rune Magics. *Note: The use of Rune sticks is not required*)

Spell of Summoning Summonables (S15 Lesser Summonings)

Spell of Air Creation (S-1 [122.11])

#### Special Knowledge Rituals:

Conjuring Imp (R4 Lesser Summonings, 3<sup>rd</sup> edition, not Arcane Widom)

Ritual of Spirit Journey (R-2 [122.12])

Ritual of Dimension Portal (R-3 [122.12])

### [117.4] Re

Re was the chief god of the Egyptian pantheon; but he was tricked into giving his true name to Isis. After this he lost his position, but remained the sun god

Also known as Ra

### Re – The Sun

Re pilots the sun on his ship through the sky in the day, at night he must fight off the forces of Apep as he travels through the underworld

**Activity:** No longer very active.

**Sacrifices:** Not accepted

**Holy Day:** April 16<sup>th</sup>

**Description:** He is portrayed either as a red solar disk, or a falcon-headed man with the disk on his head

**Character:** He has lost his ruthless ambition. However he is still very powerful, able to pilot the sun past the demons during the night

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** Deceit, and untrustworthiness

**Favoured Actions:** Holding true to your word

**Sacred Sites, Symbols and Animals:** Temples of Re are normally found in cities, and are built open to the sky. His symbol is the Sun disk. The falcon is sacred to Re.

**Skills:** There are no DQ skills particularly associated with this cult

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5]

Priest is Sun aspected +5

During daytime on a clear day +10

During daytime on a cloudy day +5

During Night time -10

During a solar eclipse -20

This is in addition to those abilities listed in [108.5], although priests of Osiris are the only ones who can perform the

Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of Re (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Illusions

All Talents, Spells and Rituals from the College of Illusions are available

### [117.5] Osiris

Osiris' history is a complicated one; once a divine Pharaoh, he was killed by his brother Seth, and mummified by his sister and consort Isis. After his mummification became lord of the underworld and the dead, but also rebirth and fertility, his second facet. As the Egyptians were obsessed by the afterlife his facet of Lord of the Dead is seen as a kindly role, not one to be feared.

Later, with his wife Isis and son Horus he became a Power of Light, but his pagan belief did not die out, so the Pagan god reformed, thus there are two gods called Osiris, one pagan the other a Power of Light.

The pagan God has these facets

Osiris – Lord of the Dead

Osiris – God of Rebirth

These Facets cannot be combined into one priest skill

Osiris is also known as Usire

#### Osiris – Lord of the Dead

In this facet he is the comforter and friend of the dead, but he is also one of the judges of the dead, deciding who gets to live for all eternity, although he generally argues for clemency

**Activity:** Only active in the area of death

**Sacrifices:** None

**Holy Day:** His funeral day, the day the waters of the Nile rise, normally in June

**Description:** Depicted as a Green faced mummy, holding a crook and a flail

**Character:** Kindly and forgiving, he would let all have eternal life if he could

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 5

**Taboos:** Denying someone a proper funeral

**Favoured Actions:** Performing the correct funerary ceremonies

**Sacred Sites, Symbols and Animals:** Temples of Osiris are normally found in cities. The symbol of this facet of Osiris is the crook. There are no particular animals or plants associated with this Facet of Osiris.

**Skills:** Priests pay ¾ cost to advance in Healer. In addition they pay half SP cost to train in a temple. There is a 10% chance that there will be a rank 10 Healer within temple. All major temples will have someone who can train to the highest rank

**Magic:** There are no particular magical abilities associated with this facet of Osiris, except those listed in [108.5]. Priests of this facet of Osiris are the only ones who can perform the Funeral Ritual

**Magic Abilities List:** Only those Talents and Rituals used in most religious festivals

#### Osiris – God of Rebirth

In this facet he is the one who make the crops grow, i.e. reborn from the barren, newly deposited Nile mud

**Activity:** Only active in the area of crop and animal farming

**Sacrifices:** Accepted; farm animals

**Holy Day:** His day of rebirth, the day the waters of the Nile recede, normally in early October

**Description:** Depicted as a Green faced mummy, holding a crook and a flail

**Character:** Kindly and forgiving.

**Worshippers and Priests:** Any sentient can be a worshipper

or a priest. Priests require a minimum MA of 7

**Taboos:** Denying someone a proper funeral

**Favoured Actions:** Performing the correct funerary ceremonies

**Sacred Sites, Symbols and Animals:** Temples of Osiris are normally found in cities. The symbol of this facet of Osiris is the flail. He is particularly associated with the cow and a sheaf of wheat.

**Skills:** Priests pay ¾ cost to advance in Beast Master. In addition they pay half SP cost to train in a temple. There is a 10% chance that there will be a rank 10 Beast Master within temple. All major temples will have someone who can train to the highest rank

**Magic:** There are no special modifiers to the performance of magic by priests of this aspect of Osiris other than those listed in [108.5]. Priests of this facet may not perform the Funeral Ritual

**Magic Abilities List:** The magical abilities available to a priest of this facet of Osiris are mainly ones useful for agriculture (this is in addition to the Talents and Rituals used in most religious festivals):-

**Talents:**

Predict Weather (T-1 Air Magics)

**General Knowledge Spells:**

Converse with Animals (G-1 Earth Magics)

Converse with Plants (G-2 Earth Magics)

Controlling Animals (G-3 Earth Magics)

Healing (G-6 Earth Magics)

Detecting Traps & Snares (G-7 Earth Magics)

Detecting Poisons (G-8 Earth Magics)

Herbal Lore (G-10 Earth Magics)

Tracking (G-11 Earth Magics)

Blessing on Crops (S-5 Black Magics)

Blessing Livestock (S-7 Black Magics)

**General Knowledge Rituals:**

Summoning Animals (Q-1 Earth Magics)

**Special Knowledge Spells:**

Animal Growth (S-7 Earth Magics)

Enchanting Plant (S-8 Earth Magics)

Binding animals (S-9 Earth Magics)

**Special Knowledge Rituals:**

None

### [117.6] Isis

Isis' history is very much bound up with her brother and husband Osiris. Like him she converted to a Power of Light, and like him belief in the pagan Isis was too strong to allow this form to fade, thus there are two goddesses called Isis. She was also called Aset

#### Isis – Goddess of Motherhood

Isis' main power is a good woman inspiring women everywhere

**Activity:** Important in women's lives

**Sacrifices:** Accepted, only female animals

**Holy Day:** December 21<sup>st</sup>

**Description:** Depicted as a woman with an infant Horus

**Character:** Kind and motherly, she is interested in peace, homeliness and good governance. Never the less she is also highly mystical and has great magical knowledge, which she uses ruthlessly to protect and promote her family

**Worshippers and Priests:** any may worship, but only women may be initiates and priests

**Taboos:** Breaking faith, uncivilised behaviour and disrespect to women

**Favoured Actions:** The reverse of the taboos

**Sacred Sites, Symbols and Animals:** Temples can be found in any settlement as worship of Isis takes place in closed rooms. Her symbol is a throne, and she is associated with the vulture and kite, both birds that attend the dead

**Skills:** Priestesses pay 90% experience point cost to advance in any skill rank, except Thief or Assassin. In addition they pay

half SP cost to train in a temple. This is for only one skill and which one it will be must be decided at the time the character first becomes a priestess. In a city there will be a network of these minor temples, via this temple community there will be someone able to train in a skill to the highest rank, although there is only a 2% chance that this person will be in any one normal temple

**Magic:** There are no special modifiers to the performance of magic by priestesses of Isis other than those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priestess of Isis (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Naming Incantations

All Talents, Spells and Rituals from the College of Naming Incantations are available. Isis knows the individual true name of all initiates and many other individuals. She may be persuaded to reveal these names to a priestess in response to payer. This use will be closely monitored by her, and miss-use punished

### [117.7] Horus

Horus (or at least this particular one, there were many called Horus) was the Son of Isis and Osiris and conceived after his father's death. Like Osiris and Isis he became a Power of Light, and, like them, the Pagan God lived on

#### Horus – The Avenger

Horus was a tireless fighter against evil, and as such he was venerated by all fighting leaders

**Activity:** Active particularly in the just war

**Sacrifices:** Self sacrifice only

**Holy Day:** December 24<sup>th</sup>

**Description:** A strong and muscular young man with the head of a falcon, like Re he has the sun disk on his head

**Character:** Strong and upright, a tireless fighter against evil

**Worshippers and Priests:** Any may worship, but only men may be initiates and priests. A minimum MA of 5 is needed to become a priest.

**Taboos:** Cowardice, evil actions

**Favoured Actions:** fighting strongly for what is right

**Sacred Sites, Symbols and Animals:** Temples to Horus will be found in towns and cities. Battle sites with memorials to the dead are also dedicated to him.

**Skills:** Priests pay ½ cost to advance in weapon skills and ¾ cost to advance in Military Scientist. In addition they pay half SP cost to train in a temple. There is a 10% chance that there will be a rank 10 Military Scientist within temple. All major temples will have someone who can train to the highest rank

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

In Battle	+20
During a Siege	+10
During times of Peace	-5

**Magic Abilities List:** Priests of Horus only use magic to enhance their weapons in order to be able to hit creatures not hit by normal weapons (this is in addition to the Talents and Rituals used in most religious festivals)

**Talents:**

No extra

**General Knowledge Spells:**

#### 1. Enhance Weapon

**RANGE:** Touch

**DURATION:** Until discharged, max 10 minutes [+ 5 / Rank]

**EXPERIENCE MULTIPLE:** 300

**BASE CHANCE:** 30%

**RESIST:** May not be resisted

**EFFECTS:** The Adept may enchant the weapon to give the wielder either

+ 2 + (2 / Rank) extra chance to hit,

or + 1 + (1 / 3 Ranks or fraction) extra damage,

or + 1 + (1 / Rank) extra chance to hit and (1 / 4 Ranks or fraction) extra damage

The effects last until the weapon strikes the target, whether or not damage is inflicted, or the spell has exceeded its maximum duration. For beings only damaged by magic only the extra damage from the spell is done to the being

**General Knowledge Rituals:**

None, but for priest of this religion the Dedication Ritual (R-4 [108.11]) is a general knowledge ritual and the enchanted weapon can be made a rank 5.

**Special Knowledge Spells:**

No extra

**Special Knowledge Rituals:**

No extra

### [117.8] Seth

Seth is a complex god, as the brother of Osiris and Isis he is an evil god, but he accompanies Re and aids him in his nightly fight to give the sun passage.

He therefore has two facets, evil and fire. These are combined by the idea of the great burning, lifeless western desert of Egypt and the chaos lies and fire can bring

Seth - Lord of Deceit

Seth - Lord of Fire

These two may be officiated by the same priest as [107.12]

Also known as Set, Setekh, Setesh and Seti

#### Seth – Lord of Deceit

This is the facet god who killed his brother, and then tried to thwart the mummification and rebirth of Osiris

**Activity:** Active

**Sacrifices:** Accepted; pigs, donkeys, hippopotamus, and okapi

**Holy Day:** July 16<sup>th</sup>

**Description:** This is a red god, shown as some form of dog-like animal with a forked tail

**Character:** Evil and deceitful, he cannot be bargained with, as he will rarely keep his word

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** Submitting to the ideals of law and order

**Favoured Actions:** Sowing discord and chaos in the world

**Sacred Sites, Symbols and Animals:** This facet of Seth has dark and hidden temples lit by fire and known only to priests and initiates. His symbol and sacred animal is the dog

**Skills:** Priests pay ¾ cost to advance in Assassin or Thief. In addition they pay half SP cost to train in a temple. The priest must make the choice of which skill to train in at the start of his career and may not change. There is a 10% chance that there will be a rank 10 Assassin or Thief that can be contacted through the temple.

**Magic:** The modifiers listed in the College of Black Magics (section [46.]) apply to use of the spells, rituals and talents by priests of this facet of Seth. The call master spell and lesser and greater pacts are signed with the demons (see section [47.]), they are always happy to take souls, and will take Seth's followers in his name. These magic abilities are in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of this facet of Seth (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Black Magics

All Talents, Spells and Rituals from the College of Black Magics are available.

### Seth – Lord of Fire

This facet of the god revels in fire and rules the great western desert (the Sahara)

**Activity:** Active

**Sacrifices:** Accepted; pigs, donkeys, hippopotamus, and okapi

**Holy Day:** August 14<sup>th</sup>

**Description:** This is a red god, shown as some form of dog-like animal with a forked tail

**Character:** He is not a pleasant character, not as bad as his other facet, as he can be bargained with. He will keep his word, and remembers those who have harmed or helped him

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** Submitting to the ideals of law and order, settling down and having a family

**Favoured Actions:** Sowing discord and chaos in the world

**Sacred Sites, Symbols and Animals:** This facet of Seth has temples lit by fire, they will not be as hidden as the other Seth's temples, but they will not be prominent. His symbol is fire and sacred animal is the dog

**Skills:** There are no particular DQ skills associated with this facet of the God

**Magic:** The modifiers listed in the College of Fire Magics (section [42.]) apply to use of the spells, rituals and talents by a priests of this facet of Seth in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of this facet of Seth (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Fire Magics

All Talents, Spells and Rituals from the College of Fire Magics are available

### [117.9] Amun

Amun became the chief god of the Egyptian pantheon after Re was deposed. He was replaced briefly by the Aten before being restored to his position. He then lost out to the triumvirate of Osiris, Isis and Horus.

Also known as Amon, Amen and Ammon

### Amun – The Hidden One

For a time the head of the Gods, a clever and cunning god

**Activity:** Active

**Sacrifices:** Accepted; bulls, rams and geese

**Holy Day:** September 23<sup>rd</sup>

**Description:** A tall man either with a rams head or a feathered crown

**Character:** Subtle and cunning, he built his power based on alliances.

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** None

**Favoured Actions:** Being ambitious

**Sacred Sites, Symbols and Animals:** Temples to Amun will normally be found in cities. His favoured animals are a ram or goose and his symbol is the ram's horn

**Skills:** Priests pay 90% to advance in any skill rank. In addition they pay half SP cost to train in a temple. This is for only one skill and which one it will be must be decided at the time the character first becomes a priest. There is a 2% chance that a temple will have someone with the desired skill at rank 10 (5% if the Amun is the chief god). Major temples will 30% of the time have someone who can train to the highest rank (50% if the Amun is the chief god)

**Magic:** The modifiers listed in the College of Celestial Magics (section [44.]) for a shadow mage, apply to use of the spells, rituals and talents by priests of Amun. This is in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of Amun (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Celestial Magics, Shadow Mage

The Talents, Spells and Rituals from the College of Celestial Magics useable by a Shadow mages are available

### [117.10] Thoth

Thoth has two facets, both require learning and intelligence. The first is a god of learning, the other is as an intelligent and observant herald

Thoth – God of Knowledge

Thoth – Herald of the Gods

A priest can officiate for both facets as [107.12]

He is also known as Djeheuty, Tehuti, Tahuti and Zehuti

### Thoth – God of Knowledge

An intelligent god

**Activity:** Active inspiring men of learning

**Sacrifices:** Accepted; ibis and baboons

**Holy Day:** August 6<sup>th</sup>

**Description:** Thoth is either depicted as an ibis headed man, an ibis or a baboon. In his human form he carries a pen and book. In this book is written all the doing of the gods

**Character:** Intelligent and quick of mind, he is also a sound judge of men and utterly trustworthy

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** Lies and betrayals

**Favoured Actions:** Discovering new things, telling Thoth through prayer a true name is particularly favoured

**Sacred Sites, Symbols and Animals:** Temples to Thoth will normally be found in cities. His favoured animals are a baboon or ibis and his symbol is the pen

**Skills:** Priests pay ¾ experience point cost to advance Alchemist or 90% experience point cost to advance in any other skill rank. In addition they pay half SP cost to train in a temple. This is for only one skill and which one it is must be decided at the time the character first becomes a priest. There is a 3% chance that a temple will have someone with the desired skill at rank 10. Major temples will 40% of the time have someone who can train to the highest rank. Although alchemists will be more common.

**Magic:** The modifiers listed in the College of Naming Incantations (section [39.]) to use of the spells, rituals and talents by priests of Thoth in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of this facet of Thoth (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Naming Incantations

The Talents, Spells and Rituals from the College of Naming Incantations are available. Thoth knows the individual true name of all initiates and many other individuals. He may be persuaded to reveal these names to priests in response to prayer. This use will be closely monitored by Thoth, and miss-use punished

### Thoth – Herald of the Gods

A valuable and trustworthy herald

**Activity:** Active inspiring men of learning

**Sacrifices:** Accepted; ibis and Baboons

**Holy Day:** August 6<sup>th</sup>

**Description:** Thoth is either depicted as an ibis headed man, an ibis or a baboon. In his human form he carries a pen and a writing tablet. The pen and writing tablet magically records all that the carrier sees and hears

**Character:** Intelligent and quick of mind, he is also a sound judge of men and utterly trustworthy

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** Lies and betrayals

**Favoured Actions:** Discovering new things

**Sacred Sites, Symbols and Animals:** Temples to Thoth will normally be found in cities. His favoured animals are a baboon or ibis and his symbol is the pen

**Skills:** Priests pay ¾ cost to advance in the Merchant skill. In addition they pay half SP cost to train in a temple. There is a 10% chance that there will be a rank 10 Merchant within the temple.

**Magic:** The modifiers listed in the College of Sorceries of the Mind (section [37.]) to use of the spells, rituals and talents by priests of this facet of Thoth in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of this facet of Thoth (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Sorceries of the Mind

The Talents, Spells and Rituals from the College of Sorceries of the Mind are available

### [117.11] Hathor

Hathor is the wife of Horus, but her primary concern is unmarried women

Also known as Hwt-Hert, Het-Heru and Het-hert

#### Hathor – The Golden One

Hathor is the Goddess of love and beauty, and also the intoxication that these bring

**Activity:** Very active in prompting love and the folly of love

**Sacrifices:** None, other than self-sacrifice.

**Holy Day:** January 23<sup>rd</sup>

**Description:** She is often shown as a cow or cow-headed woman, or even a woman with cow's horns

**Character:** A passionate woman, but inclined to pity rather than anger

**Worshippers and Priests:** Any sentient can be a worshipper but she will only accept female initiates and priestesses and those with a high PB are favoured. Priestesses require a minimum MA of 8

**Taboos:** Getting in the way of love

**Favoured Actions:** Being in love

**Sacred Sites, Symbols and Animals:** Temples to Hathor are found in Cities and towns. Cows are sacred to her.

**Skills:** Priestesses pay ¾ cost to advance in the Courtesan skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Courtesan within temple. All major temples will have a Courtesan of this rank

**Magic:** There are no special modifiers to the performance of magic by priestesses of Hathor other those listed in [108.5], although Priests of Osiris are the only ones who can perform the Funeral ritual

**Magic Abilities List:** The types of spells listed below will be used by a priestess of Hathor (this is in addition to the Talents and Rituals used in most religious festivals):-

Charms

Sexual Magic

**Talents:**

No extra

**General Knowledge Spells:**

Spell of Charming (G-1 Ensorcelments and Enchantments)

Spell of Mass Charming (G-7 Ensorcelments and Enchantments)

Spell of Empathy (G-4 Sorceries of the Mind)

Spell of Hypnotisms (G-5 Sorceries of the Mind)

Spell of Controlling Person (G-7 Sorceries of the Mind)

Spell of Virility (S-12) Black Magics)

**General Knowledge Rituals:**

Ritual of Binding Will (Q-1 Sorceries of the Mind)

**Special Knowledge Spells:**

Spell of Telepathy (S-2 Sorceries of the Mind)

**Special Knowledge Rituals:**

No extra

### [117.12] Bastet

The origins of this goddess are not clear

Also known as Bast

#### Bastet – The Hunter

This goddess is the hunter of the Egyptian Pantheon

**Activity:** Personally active in the mortal World

**Sacrifices:** Accepted, including Sentients

**Holy Day:** May 15<sup>th</sup>

**Description:** Bastet is a shapely lithe and lissom woman with a cat's head; she is also occasionally shown as a cat

**Character:** She is lazy and likes luxury, but she is vengeful and an effective hunter of those that upset her

**Worshippers and Priests:** Bastet will accept any Worshipers.

The cult only accepts Priestesses but these may be of any sentient race. Male worshipers may not become priests of Bastet. Priestesses require a minimum MA of 9

**Taboos:** Her own and her priestesses' purity is sacrosanct, any entity despoiling, her, her priestesses, her animals or temples will be punished. As will any wayward priestesses

**Favoured Actions:** Hunting is favoured, but never more than is needed to cull an overlarge population or for food. Balance in an animal's population is needed and Bastet will punish greedy hunters

**Sacred Sites, Symbols and Animals:** Despite her hunting origins most temples are just outside cities. Her Sacred animal and symbol is the cat

**Skills:** Priestesses pay ¾ cost to advance in Ranger skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Ranger within temple. All major temples will have a Ranger of this rank.

**Magic:** The following modifiers are added to the success chance of all talents, spells and rituals of this cult and are in addition to those listed in [108.5], although Priests of Osiris are the only ones who can perform the Funeral ritual

City -5

Open Woodland +5

**Magic Abilities List:** The types of spells listed below will be used by a priestess of Bastet (this is in addition to the Talents and Rituals used in most religious festivals):-

Magics involving animals

Magics that aid hunting

Magics that can detect and remove un-natural entities

**Talents:**

Communicate with lesser beasts (T-1 Lesser Summonings)

**General Knowledge Spells:**

Spell of Eagle Eyes (G-1 Shamanism) *Note: the priestess' eyes remain unchanged and a trance is not required*

Spell of Wolf Sense (G-2 Shamanism) *Note: the priestess' nose remains unchanged and a trance is not required*

Spell of Cat Hearing (G-3 Shamanism) *Note: the priestess' ears remains unchanged*

Spell of Bat Ears (G-3 Shamanism) *Note: the priestess' ears remains unchanged and a trance is not required*

Witchsight Spell (G-7 Celestial Magics)

Spell of Controlling Animals (G-6 Sorceries of the Mind)

Spell of Blending (G-4 Earth Magics)

Spell of Walking Unseen (G-5 Earth Magics)

Spell of Detecting Traps and Snares (G-7 Earth Magics)

Spell of Tracking (G-11 Earth Magics)

**General Knowledge Rituals**

Ritual of Summoning Animals (Q-1 Earth Magics)

**Special Knowledge Spells**

Spell of Binding Animals (S-9 Earth Magics)

Spell of using Animal Senses (S-9 Lesser Summonings)  
 Bear Strength (S-5 Shamanism) *Note: the priestess' skin remain unchanged and a trance is not required*  
 Cheetah Speed (S-6 Shamanism) *Note: the priestess' skin remain unchanged and a trance is not required*  
 Wolf Endurance (S-7 Shamanism) *Note: the priestess' skin remain unchanged and a trance is not required*  
 Animal Form (S-1 Shamanism) *Note: a trance is not required*  
 Spell of Banishment (S-6 Rune Magics) *Note: the use of rune sticks is not required*  
 Spell of Animal Growth (S-7 Earth Magics)  
**Special Knowledge Rituals**  
 No extra

### [117.13] Shu

Shu is the son of Re and the brother and husband of Tefnut. His principle role is to separate Geb and Nut, his children, so they do not conceive a god that will displace the others, inevitably they do unite and Osiris, Isis and Seth are the result.

#### Shu – Lord of the Air

Shu has dominion over the atmosphere; he is the god of Air

**Activity:** Active

**Sacrifices:** Accepted, Avians

**Holy Day:** May 14<sup>th</sup> (with Tefnut)

**Description:** He is a man with a feathered headdress

**Character:** He is a respected god, but will manly use his powers in the service of the other gods

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** None

**Favoured Actions:** None

**Sacred Sites, Symbols and Animals:** Temples to Shu are found in cities. His sacred animal is the snake and symbol is the ladder, by which any may ascend to heaven

**Skills:** Priests pay  $\frac{3}{4}$  cost to advance in Navigator skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Navigator within temple. All major temples will have a Navigator of this rank

**Magic:** The modifiers listed in the College of Air Magics (section [40.]) to use of the spells, rituals and talents by priests of Shu in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of Shu (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Air Magics

All Talents, Spells and Rituals from the College of Air Magics are available.

### [117.14] Tefnut

Tefnut the daughter of Re and the sister and wife of Shu.

#### Tefnut – Lady of the Waters

As Egypt does not look to the sea she is really the goddess of rains.

**Activity:** Active

**Sacrifices:** Accepted; Aquatics

**Holy Day:** May 14<sup>th</sup> (with Shu)

**Description:** She is a lion headed woman, or a lioness

**Character:** She is a respected god, but will manly use her powers in the service of the other gods

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** None

**Favoured Actions:** None

**Sacred Sites, Symbols and Animals:** Temples to Tefnut are found in cities. Her sacred animal is the lion and symbol is

rain

**Skills:** Priests pay  $\frac{3}{4}$  cost to advance in Navigator skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Navigator within temple. All major temples will have a Navigator of this rank

**Magic:** The modifiers listed in the College of Water Magics (section [41.]) to use of the spells, rituals and talents by priests of Tefnut in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of Tefnut (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Water Magics

All Talents, Spells and Rituals from the College of Water Magics are available.

### [117.15] Geb

Geb is the son of Shu and Tefnut and father of Osiris, Isis and Seth

Also known as Seb, Gebb, Keb and Kebb

#### Geb – God of the Earth

Together with his son, Osiris, he makes corps grow

**Activity:** Active in making corn grow and in causing earthquakes (his laughter)

**Sacrifices:** Accepted.

**Holy Day:** February 14<sup>th</sup>

**Description:** He is shown either as a dark or green skinned man or with leaves on his skin

**Character:** Lusty and lustful, he is inclined to laughter

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** None

**Favoured Actions:** None

**Sacred Sites, Symbols and Animals:** Temples to Geb are found in cities. His sacred animal and symbol is the goose

**Skills:** Priests pay  $\frac{3}{4}$  cost to advance in Ranger skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Ranger within temple. All major temples will have a Ranger of this rank

**Magic:** The modifiers listed in the College of Earth Magics (section [43.]) to use of the spells, rituals and talents by priests of Geb in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of Geb (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Earth Magics

All Talents, Spells and Rituals from the College of Earth Magics are available.

### [117.16] Nut

Nut is the daughter of Shu and Tefnut and mother of Osiris, Isis and Seth

Also known as Nuit

#### Nut – The Night Sky

Nut is the goddess of the night sky, as such she is the one that swallows the stars and gives birth to them again each night

**Activity:** Accepted

**Sacrifices:** None

**Holy Day:** Night of February 26/27<sup>th</sup>

**Description:** Nut is portrayed as a naked woman covered with stars

**Character:** She is a respected goddess, but will manly use her powers in the service of the other gods

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** None

**Favoured Actions:** None

**Sacred Sites, Symbols and Animals:** Temples to Nut are found in cities. Her sacred animal is the cow and symbol is star

**Skills:** Priests pay ¾ cost to advance in Astrologer skill. In addition to this they may train at half SP cost in a temple. There is a 10% chance that there will be a rank 10 Astrologer within temple. All major temples will have a Astrologer of this rank

**Magic:** The modifiers listed in the College of Celestial Magics (section [44.]) for a star mage apply to use of the spells, rituals and talents by priests of Nut in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of Nut (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Celestial Magics, Star Mage

The Talents, Spells and Rituals from the College of Celestial Magics useable by a Star mage are available

### [117.17] Apep

This is the deepest and darkest god, actively fighting against the Egyptian pantheon, even Seth  
Also known as Apophis

#### Apep – The Devourer

Apep's chief horror to the Egyptians is that he could control the dead

**Activity:** Actively fights Re and his forces of light every day

**Sacrifices:** Accepted; any including sentients

**Holy Day:** Night of February 5/6<sup>th</sup>

**Description:** Apep is generally seen as a snake or crocodile.

**Character:** Evil and chaotic, he would like nothing better than to plunge the entire world into darkness

**Worshippers and Priests:** Any sentient can be a worshipper or a priest. Priests require a minimum MA of 12

**Taboos:** None

**Favoured Actions:** Causing chaos

**Sacred Sites, Symbols and Animals:** Apep has dark and hidden temples, lit by fire and known only to priests and initiates. His symbol and sacred animal is the snake

**Skills:** Priests pay ¾ cost to advance in Assassin or Thief. In addition to this they may train at half SP cost in a temple. The priest must make the choice of which skill to train in at the start of his career and may not change. There is a 10% chance that there will be a rank 10 Assassin or Thief that can be contacted through the temple.

**Magic:** The modifiers listed in the College of Necromantic Conjurations (section [45.]) to use of the spells, rituals and talents by priests of Apep in addition to those listed in [108.5], although priests of Osiris are the only ones who can perform the Funeral Ritual.

**Magic Abilities List:** The types of spells listed below will be used by a priest of this facet of Apep (this is in addition to the Talents and Rituals used in most religious festivals):- Spells from the College of Necromantic Conjurations

All Talents, Spells and Rituals from the College of Necromantic Conjurations are available.

## XIII. THE POWERS OF LIGHT

The Powers of Light are entities that live beyond this world and are worshipped as Gods by some societies.

They grant powers to those that believe in them. The reasons they do this are beyond the ken of Mortal men, ie they are up to the GM to decide.

### 118. RELIGIONS OF THE POWERS OF LIGHT

Religions based on the Powers of Light are different from the Pagan religions. The pagan gods are large powerful versions of their worshippers. They are worshipped out of fear, and because of the power they can give to the follower. The Powers of Light are worshipped because they offer a form of life to all based on adherence to the principles of the religion, not based on prowess of arms, social status or wealth. The powers offer spiritual wellbeing and a good afterlife in return for obedience to their laws and the worshipper's total and absolute faith. These gods are kindly disposed to their believers and some to all creatures, believers or not

Much of the character of the religions of the powers of light comes from the struggle with pagan gods, even though they started as pagan gods. The change of outlook and relationship with mortals allows them to dispense with magic. They can give power to the non-magical in order to attract them; they are after all the vast majority of the population. Magic is disapproved of in order to combat pagan gods.

Often the chief or creator god of a pantheon would lead the abandonment of paganism taking some of the lesser gods with him. This means that almost all these religions are to some extent monotheistic

The exact flavour of the religion is culturally based and common practices in one region may be regarded as heretical in others. Bearing this in mind the GM should rule out certain rituals and abilities and define what forms of cleric are allowable in the culture of his world. However, all are still facets of worship of the Power of Light and none use magic.

The ultimate sanction of these religions is in the afterlife, something that is difficult to encompass in a normal role-playing campaign (unless the GM is willing to venture into the afterlife). Therefore, these religions require a high standard of role-playing

#### [118.1] The Religion will have strict rules about the conduct of the believer's behaviour

It is up to the GM to decide what these rules are for all the religions of his world and how seriously transgressions are viewed

#### [118.2] These religions may be regarded as opposed to magic

Magic is an abomination to them. In their view any magic use is suspect and the users damned to an hellish afterlife.

Those associating with them are at least on their way to perdition. Whilst it is not impossible for a believer to be a mage it would make the practice of magic very difficult. However some will have tried.

#### [118.3] The Powers are omnipotent and omniscient and can therefore never fail

However they are aware of all things and may decide that things will be better in the long run to not provide help. This is what the success chances represent

#### [118.4] The Powers of Light have several orders of servant

1. At the top are the Sanctified Entities (see section [118.11]). These are either mortals who have achieved great things in their life, have died for their religion, divinely inspired prophets, great theologian or those who have lead exemplary lives.

In addition they can be lesser spirits serving the Powers. All of these sanctified beings have areas regarded as their special interest. This is the area of life they are Patrons of. Christian Saints and angels would be examples of this class of servant.

The type of sanctified entity allowed is defined by the precise nature of the religion

2. The next rank is the Clerics acting as guides and agents for the Powers. By dedicating their lives to the Powers they gain abilities and protection from the Powers to be used on their behalf. There are three types of Cleric, priests, monks and laymen (see section [119.]).

The exact nature of the cleric found in a religion is dependant in that religion

3. At the bottom are the initiated believers of the religion. These are the ordinary members of the religion's church

#### [118.5] The first step for the religious is initiation

A believer, decided by a parent if a child is too young, is initiated into the religion by a cleric (see [118.14] ritual 1.) Most believers do not take religion any further, but most will try to conform to some degree the belief system of that religion.

#### [118.6] An initiate gains some benefits

The new initiate has;-

+1 to all success rolls made on a D100

-1 penalty on all magical success rolls

+2 to all magical resistance rolls.

+3 to resist charm spells and preaching of other religion

The effects of the initiation lasts all the being's natural life but is lost, with no penalty, if the initiate transgresses the religion's code of behaviour or publicly renounces the religion. If the transgression is minor this may be waved or some benefits may be lowered or removed.

#### [118.7] An initiate may pray and may have his prayer answered

This is as section [120.5] but the initiate acts as rank -10 (i.e. time taken 40 minutes and success chance WP-10). In addition initiates gain only half the benefit of all bonuses specific to Clerics for prayer (see [120.2])

#### [118.9] An initiated character can gain benefit from a sacred quest or pilgrimage

These quests or pilgrimages can have three causes;

The character has been set the quest as a penance,

He has been asked to perform a job by a high ranking Cleric

The pilgrimage is an accepted act of faith by the religion.

If the quest was as a penance, successful completion of the quest counts as the penance over. If for the latter two the character gains double the ExP award for actions directly furthering the quest.

Actions during the quest will be closely monitored by the Powers; any transgressions will lead to the lowering of the ExP bonus.

It is suggested that the GM limit the availability of these quests to once per character life-time, but this can be ignored if this suits his world.

#### [118.9] Religions of the Powers of Light encourage self sacrifice

All worshippers gain +1 to abilities involving the Powers of Light religions for each day of the last 30 they have been living at subsistence level, up to a maximum of 10. This is doubled if the worshipper donates the money saved to those poorer than himself. Note that this must be an active choice; a player will not get the benefits if circumstance has forced him into living at subsistence level.

#### [118.10] Some items associated with or the remains of Sanctified entities have power

These artefacts, when used in the service of the religion, in the area of

patronage of the entity confer advantages to the user. An artefact should confer a 1 to 50 bonus to all D100 rolls and 1 to 5 bonus to a D10 roll. As artefacts are associated with the dead and will be very old they cannot be made by PC. It is therefore up to the GM, exclusively, to create and define the statistics of the artefacts in his world.

If a sanctified entity was a cleric before becoming a sanctified entity any holy symbols, holy water, results of monk abilities or effects of rituals still existing are immediately increased so that the effects of the object act as if made by a cleric of rank 20. In addition they will now cause pain to the touch of magic users and pagan priests.

**[118.11] The sanctified entities have areas of patronage**

For example Francis is the patron of Navigators. Prayers should be offered to him to gain benefits in finding your way, and any task performed using the navigation skill. An artefact of Francis, such as a finger bone, will tend to point one direction, say north, giving a 10% bonus to Navigation.

Areas, such as countries, will also have patrons, and again they should be referred to when praying on behalf of that country or its people.

The GM should strictly enforce the areas of Patronage and if a prayer is directed to the wrong entity the bonus should not be given. If an entity has a broad patronage the aid given is likely to be less helpful.

**119. CLERIC OF THE POWERS OF LIGHT**

Clerics are the most useful servants of the Powers of Light normally found on the earth. Their religious abilities are listed in [120.]

**[119.1] Clerics fall into three categories, Priests, Monks and Laymen.**

The choice is made once the cleric has reached rank 3

- 1 Priests generally care for a community and such are tied to an area for most of the time. They receive the greatest training and can have the greatest power
- 2 The term Monk includes nun, friar or hermit. As such his freedom to operate is much more variable. He may be in an enclosed place of worship, may live a solitary existence in a remote region, be free to wander spreading the religion or a holy warrior. All Monks (except hermits) are members of a religious order and the decision what type a character can be a mixture of the character's inclination and the orders

available in that world. These clerics do receive training, but mainly devote their time to personal worship and development. Monks also act as a Rank 2 layman for Clerical abilities not covered by their Monk skill

- 3 Laymen do not proceed into the highest reaches of the clergy, and so do not have the power of the other two, but similarly do not have some of the restrictions. They generally are spiritual guiders in small communities not large enough to justify a priest, or in religions that do not hold with interactions with the powers via priests, encouraging a more personal communication with the Powers

What type of cleric is found in a region will depend on the nature of the religion, non will have all three types.

**[119.2] A Cleric may not use magic**

The Cleric may never be a member of a magic college or use magic. He loses all talents, spells and rituals on becoming a cleric. However it is possible for an adept to benefit from, or be harmed by, the talents of a cleric. It is also possible for a cleric to benefit or harmed by magic, once resistance check has been overcome.

Only non-magical races may become clerics, e.g. humans, halflings, dwarfs and orcs

**[119.3] The skill of being a Cleric is different from theology or belief**

An entity may believe in or study a religion without going through the rigorous training and selection required for a Cleric. A character becomes a member of the church by undergoing an initiation ritual [120.11] point 1. A character may renounce that initiation by a simple declaration. It goes without saying that a cleric must be both a believer and theologian.

**[119.4] Advance in Rank is a combination of experience and initiation**

A cleric is judged by other clerics of a higher rank for worthiness before achieving ranks 3, 5 and 7, after the experience point cost has been paid. If, in their opinion he is not worthy of advancement he may not gain these ranks. The experience points are not lost and he may re-apply a year later and gain the rank without further cost if deemed acceptable. He may not at that time gain more than one rank without more experience point gain. Note that clerical rank and position in the religious hierarchy do not necessarily correspond.

**[119.5] A Cleric is required to devote a certain amount of time to studying the doctrines of his religion.**

A Cleric cannot attain the next rank until he has devoted at least (10 x rank he aims to get) hours studying the theology of the religion. He will be asked to attend an oral interview with Clerics of higher rank (or go through another form of test) to trial his knowledge and commitment. The chance to pass this exam is 50% + 2 per hour over the required amount of preparation time. If he passes he may increase in rank. If he fails he may not increase, but may sit the test again in at least a month's time at no penalty.

**[119.6] The Cleric must live life according to the principles of his religion**

All religions have belief systems and moral guidelines that must be followed by a true believer, this is even more important for a cleric of that religion. If a cleric fails to live life according to these principles the penalties can be severe

1. The deity may refuse the prayers of the cleric until the cleric acts appropriately. This gives the cleric a -10 penalty to all clerical success rolls
2. The cleric may be prevented from gaining ranks (this is in addition to [119.4] which is decided by other clerics)
3. The cleric may lose ranks and any experience points put in to gain them
4. A priest may be striped of his ordination; he is immediately reduced to rank two and loses the experience point used to gain the lost ranks.
5. He may be striped of all cleric ranks (again all experience points are lost)
6. He may be excommunicated see [120.13] 4.) All cleric ranks are lost Performance of some form of appropriate penance, such as act of charity, pilgrimage or fast, can see all of the former privileges and ranks restored and restrictions lifted.

**[119.7] A cleric does not need to achieve Rank with any additional languages, but certain religious functions require extra language Ranks.**

While a cleric is not required to have any extra language skills, it is suggested that the cleric be familiar with the Spoken form of the Religious Common language at Rank 8, and the written form of the Religious Common language at Rank 7.

In addition, it is suggested that for a priest to rise above Rank 5, he must speak and read/write an extra two languages of his choice (preferably related to the area in which he serves), and that to rise above Rank 7, the priest must speak and read/write an additional two languages of his choice.

**[119.8] All Religions have Sacred**

**Texts, A Cleric must be able to read them**

These are part history, morality code and instruction manual. A cleric needs them to perform any ritual. If he does not have access the cast chance is halved although he may receive bonuses due to familiarity.

Laymen may know the appropriate passages at a (10 x Rank) – (3 x the level of priest needed to perform the ritual) chance and can therefore perform the ritual, albeit at lower cast chance ½ for rituals requiring a Rank 3 Priest. ¼ for rituals requiring a Rank 5 Priest. Monks act as a Rank 2 layman and Priests can perform rituals above their rank acting as a layman with rank equal to their Priest rank.

**[119.9] A Cleric may dedicate his life to a patron and pay less experience to advance ranks in certain skills**

Dedicated Clerics expend ¾ experience point cost to advance in a skill within the area of patronage of their patron; up their Cleric rank, for example, the patron Luke would reduce the cost of the healer skill. Training is given free if carried out in a suitable monastery or other religious organisation.

**[119.10] A cleric is required to worship his deity frequently or risk losing contact with his deity.**

An act of worship is attending some form of successful religious ritual performance (any ritual listed in [120.4], [120.12] and [120.13]) at least once a week (the cleric does not have to officiate) and successful prayer ([120.5]) once a day. Failure to perform this function will result in a -10% penalty to all success rolls using this skill as the cleric has a weakened contact with his deity. The benefits can be restored by attendance at a successful ritual or prayer, depending on what was missed.

**[119.11] A Cleric can collect followers from rank 3.**

A cleric may have up to WP followers. These must be individuals he has initiated personally. The cleric must spend 12-Rank weeks seeing the intended initiates at least once a day before initiation (this need not be individual attention). Once initiated they can immediately become that cleric's followers, but a monk can only gain followers if in addition they become members of the monk's order.

They must be active members of the religion; paying all dues to the religion. To retain them as followers the priest must be involved in a religious ritual (any in [120.12] or [120.13]) with them once a month. The priest need not officiate, but the ritual must be of the religion

The Cleric gains +1 for every

follower to all D100 success chances for performance of all Religious abilities. This includes rituals gained from being a priest, but not other skills, even if gained at reduced cost due to the religion.

If a cleric is to go on a long mission on behalf of the Powers they can make arrangements so the cleric will not be adversely affected by loss of contact

Followers make loyal companions, but can judge a cleric's actions more harshly than the Powers themselves would. If they decide to leave the cleric's following they can do so by a simple declaration and he loses derived benefits immediately. The person can still be an initiate of the religion and may join another's following or no one's as they wish.

**[119.12] At rank 3 a choice must be made**

The cleric may either become an ordained priest, a monk or a layman. An ordained priest gains the abilities and responsibilities in sections [120.12] to [120.13], but not those in [120.14]. Monks gains none of the abilities in sections [120.12] and [120.13], however he does gain the abilities in [120.14]. A Layman does not gain any of the abilities in sections [120.12] to [120.14], but he does keep and can improve the abilities gained before rank 3 and may use sacred texts as [119.8]

A priest may at any time decide to become a monk and vice versa, he keeps his existing abilities and can start to learn the other abilities as a rank 3 Monk or Priest. If a Layman wishes to become a priest of a monk he must start again at rank 3 and any experience points spent on increasing rank of cleric as a Layman are lost, but needs to spend only half the time studying as [119.5] up to and including his old layman rank.

**[119.13] The Cleric should donate all money above his needs to his church.**

He should at all times be serving his god in one way or another. If a Cleric at any times performs an act contrary to his religious code he should be punished as [119.4] and [119.6].

**[119.14] The experience cost to advance in Cleric is shown below**

Rank	Cleric	Monk and Priest	Layman
0	1000		
1	400		
2	1600		
3	3000		2000
4	4700		2400
5	8000		2800
6	9500		3600
7	13500		4400
8	16000		5400
9	19000		7000

**120. CLERICAL ABILITIES**

The powers grant Clerics abilities in order to further their aims in the mortal realms. These should be used with care as miss-use will bring the disfavour of the Powers.

**[120.1] The abilities granted by the powers are proportionate to the Rank and type of Cleric**

Abilities in [120.3] to [120.11] are available to all types of Cleric at all ranks

Abilities in [120.12] are available to Priests above Rank 3

Abilities in [120.14] are available to Monks above Rank 3 and Priest above rank 10

Abilities in [120.16] are available to any Cleric above rank 10 only

Laymen can only with ease perform those in [120.3] to [120.11] and [120.16]. The Scriptures ([119.8]) can be used to somewhat alleviate these restrictions.

**[120.2] The following modifiers are applied to all success rolls for the skill**

Consecrated ground	+10
Target is an initiate (of that religion)	+20
Each Day of fast (see [118.9])	+1
High Mana Area	-10
Target is an adept	-20
Target is a priest of a Pagan Religion	-20
Performed for the benefit of another Cleric will not benefit directly	+5

**[120.3] The Cleric gains extra magic resistance**

The magic resistance of the Cleric is his WP+30+Rank of cleric (plus the bonus for initiation if still in force). The cleric may chose not to actively resist the workings of magic, if that is possible for the spell, however he must always, even if stunned or unconscious, make a passive resistance roll for any magic procedure capable of being resisted in this way.

**[120.4] A Cleric may undergo Purifying**

The cleric can spend some time washing his body and clearing his mind in order to more clearly contact the powers. This procedure must be performed before any of the rituals listed in [120.12] (for at least 5 minutes) and [120.13] (for at least 10 minutes) can be performed by the priest. For each hour (up to a maximum of 10) of Purifying the cleric adds 1 to WP and 4 to Magic Resistance and subtracts 5 from chance to cast a magic procedure (this is only relevant if another is purified). No other activity may be engaged in whilst

performing this procedure. The effects last for Rank + D10 + each hour spent in Purifying. The ritual may be performed on another giving the benefits described above.

**[120.5] The Cleric may pray for aid, guidance or just to keep in contact with the Powers**

Prayers can either be directed to the deity in person, or via an interceding sanctified entity. These intermediates have their own areas of patronage and praying to the correct patron adds 20% to the chance of success of the prayer. The area of patronage of the entity prayed to should be tightly enforced by the GM, the task the prayer is to aid must be within the remit of the patron to gain benefits. A list of example patrons is given in section [121.]

**1. Aid**

The powers can be asked to aid in a task. If successful the beneficiary of the prayer (it need not be the praying person) can add the Cleric's Rank to success chances (minimum of 1) for tasks leading to the success of the task that was prayed for. Rolls for activities outside the task requested gain no benefit. This can only be done a number of times equal to the praying Cleric's rank (1 if unranked), and the benefits of the prayer wear off after 12 + rank hours. A person may only be under the influence of one aid prayer at one time, the old one is lost as soon as the new prayer is successful. The beneficiary of the prayer need not be present, or even know about the prayer. This talent cannot be used to hinder actions of a person, only aid. This form of prayer takes a minimum of 30 minutes, with a success chance of WP + rank + 1 per 30 minutes after the first half hour.

**2. Inspiration**

The Cleric may pray for divine inspiration, either the course of future events or advice on specific courses of action. These will often come in a dream the following night, but may come immediately if the roll is less than 15% of the success chance. Advice sought outside the area of patronage of entity prayed to will illicit no response. The success chance for a prayer of this type is WP + (2 x rank) + 1 per 15 minutes after the first 30 minutes. The minimum duration is 30 minutes

**3. Daily**

This is a prayer a cleric performs just to keep in contact with the deity (as [119.10]), no specific aid or information is sought. The success chance is 90 + rank and the minimum prayer time is 10 - rank (minimum of 1) minutes.

**[120.6] The Cleric may attempt to turn lesser undead**

The Cleric's success chance for this is  $(3 \times WP) + (5 \times \text{rank}) -$  the number of undead attempted and minus the WP of the controlling adept (or its own WP if uncontrolled, then only one undead at a time). If successful the undead flee, and there is a Rank percent chance for each undead that it will crumble and the trapped spirit sent on its way to the after life. If the roll is failed by more than the WP of the Cleric the undead become enraged and will attack the Cleric

**[120.7] The Cleric can participate in and gains benefits in Ego Combat**

In Ego combat the defence and attack chances are increased by the Cleric's rank and the damage inflicted increased by 1+1 for every third ranks. The Cleric may also command combat with those capable of performing it with a chance of  $(3 \times WP) + \text{Rank} - (3 \times \text{WP of the victim})$ . This can be used to exorcise, banish or turn greater undead. Lesser undead may be turned as [120.5]

**[120.8] A Cleric can "Put the Fear of God" into an entity**

A cleric can by a combination of gestures (such as pointing) and words reduce the WP and morale of targets. He may affect up to Rank x 3 individuals (minimum of 1). He can reduce the WP up to rank for the group as a whole, i.e. a cleric of Rank 6 may reduce the group's total WP by 6, this can be split among the group as he sees fit. For example the cleric may decide to reduce the leader's WP by 6 and three others by 1 each. The morale of the group is reduced by  $10 + (5 \text{ per Rank}) \%$ . All effects are doubled if believers of the religion

The individuals must be able to see and hear the cleric, the effects are halved if they cannot understand the words. This takes 10-Rank pulses (minimum 1) and lasts until the victims participate in any religious ritual (powers of light or pagan)

The cleric must expend 5 fatigue then roll less than  $(2 \times \text{WP}) + (5 \times \text{Rank})$  in order to succeed

**[120.9] A Cleric can smite an area**

A cleric may call down the righteous anger of the Powers of Light upon an area. The maximum area is one hex in radius plus one per rank, thus at rank 10 an area 21 hexes across can be affected. The area is always a hexagonal shape. The damage done to all within the area will be D10+Rank per pulse and will be of a form appropriate to the situation. Such as fire, lightning, earthquake, floods etc. All buildings (except those constructed in Castle-like masonry) will be reduced to rubble (no extra damage will be done; this is

included in the figure above).

The smiting lasts for 1 + Rank pulses (round up) and will no longer affect those that can leave (half TMR due to the effects of the smiting). The cleric must be able to see most of the area at the start, but may leave after that. Bringing down the anger takes 1 minute -  $(3 \times \text{Rank})$  seconds and a loss of 10 fatigue, with a success chance of WP +  $(3 \times \text{Rank})$ . If the smiting is successful there is a 50-Rank chance that the cleric will lose a rank and abilities due to that rank for the cleric's presumption.

**[120.10] A Cleric may preach in to influence a several beings at once**

A cleric may influence up to  $2 + (2 \times \text{Rank})$  beings who can understand the language. Each being must make a willpower check at  $(10 \times \text{Rank}) - (2 \times \text{being's WP})$ . If the roll is less than this figure the being is charmed as The College of Ensoelments and Enchantments Spell of Charming G1[36.]. If the roll is over this chance the preaching has no effect. This skill may not be used in combat

**[120.11] A Cleric can be a witness to oaths**

By this ritual a cleric is a witness to a divinely enforced oath.

Oaths have 3 parts

1. The action: The entity making the oath makes a promise to do something e.g. to tell the truth, be loyal or to revenge a death...
2. The Power: The priest calls on his Power of Light to enforce that promise
3. The Curse: The penalty if the promise is not fulfilled. This is a curse and can include a geas.

The Oath is often mutual, like a contract and must be voluntarily entered into by all parties involved.

The chance of success is  $30 + \text{WP} + 6 \times \text{Rank}$ , if the action promised is within a sanctified entity's area of patronage there is a 10% bonus to the performance of the ritual. The ritual takes 10 minutes and involves the sacrifice appropriate to the Power invoked. If sacrifices are not accepted the oath should be performed on the holy symbol, holy writings or sacred relics. If the oath is broken the curse automatically falls on the oath breaker. Technicalities are not accepted, neither are excuses. The curses may be removed, the MA of the curse is the WP + Cleric Rank of the performing Cleric, plus 10% if the promised action is within Sanctified Entity's area if patronage.

**[120.12] An ordained Priest can now perform certain religious rituals**

The Priest must have spent at least 5 minutes purifying himself (or have benefited from another doing it on him)

in order to officiate in these rituals

Sacrifice of some form or another is part of these rituals. In some religions it is the obvious death of an animal or the destruction of an object. For others it is the performance of tasks the beneficiary does not naturally want to do, such as live life a particular way. This is often a promise; the effects of the ritual may be revoked, if the promise is not fulfilled

### 1. Baptism / Initiations

The priest welcomes a new member to the religion, be it a baby, child on reaching a certain age or recent convert. The new initiate gains +1 to all success rolls on a D100 and + priest's rank on any rolls to resist any charming or control spells cast by an adept or priest of another religion. The performance of this ritual on a would-be cleric is an obligatory first step. The initiation's effects lasts all the being's natural life but is lost, with no penalty, if the initiate transgresses the religion's code of behaviour or makes a public renunciation. If the transgression is minor this may be waved or any benefits of the initiation may be lowered or removed temporally. The initiation may not be re-cast nor may the one-time-initiate benefit from any future initiations. The ritual may be re-performed if the initiate transgresses the codes of religion, but there are no benefits to success chances or resistance to charm or control spells. The initiate cannot benefit from any additional initiations while the first initiation is still in effect. The ritual takes 30-Rk min with a chance of 30+(5×Rank).

### 2. Coming of Age

This is the ritual that sets characters on the road to becoming a cleric. If the recipient has not formerly been initiated this ritual confers the benefits of an initiation. If the character has the experience point available and wishes to use them he may become a Rank 0 Layman. If he does not have the experience points or does not wish to become a cleric the ritual confers no benefits, other than social. If subsequently that character wishes to become a cleric he must re-submit to the ritual. Most who undergo the ritual will not choose to become a cleric, those who do most will not advance beyond rank 0, only the most committed will advance further. If both the recipient of the ritual and he cleric are willing the ritual cannot fail

### 3. Marriage

The priest creates a permanent empathic link between the two entities which works as the spell (G-4) Empathy of the College of Sorceries of the Mind [37.]. In addition to this, one partner will feel very strong emotions of the other at

any distance. The priest may voluntarily break the effects of the ritual, or the ritual's effects may be broken by cruelty, infidelity (depending on religion) or long term arguments. If that is the case both partners suffer a minor curse. The ritual takes 1 hour to perform. Its base chance is the combined WP of willing entities plus the Rank of the priest. This ritual may only be performed once for each person in his/her lifetime

### 4. Funeral

The priest consigns the body of the departed to the last resting place and the spirit any after-life he deserves. This makes the separation of the spirit and body permanent and so the person cannot be resurrected by a healer or raised by any magical means. This will also prevent the person becoming undead (but not prevent re-animation as a zombie or skeleton) although the spirit may actively and passively resist with a chance equal to the WP when alive. This will do nothing to the already undead, victims of R-1 Sacrifice ritual, those currently excommunicated or necromancers who have performed the ritual of becoming undead (R-3) [45.]. The body must be fresh, no more than a week since death, or preserved by a healer using the preserve dead ability. This ritual may only be attempted once for each body. The base chance is 25+(5×Rank) and takes 1 hour.

### 5. Bless

The priest may add / subtract ½ his rank from any D100 roll in the recipients favour for 1+Rank days. The chance of successfully blessing is 2×Rank+WP-1 for every entity blessed, the roll is made individually for each entity. The priest may not bless himself. The blessing takes 20-Rank minutes to perform and may be reversed for a minor curse

### 6. Communion

The priest in the performance of this ritual with a maximum of 3×Rank other believers (additional participants receive no benefit), may increase the magic resistance of any participating, initiated believer by the rank of the priest for rank days, note that magic using believers may participate in, but not benefit from, a communion. The chance for a successful communion is (2× the Cleric's WP)+Rank. This is rolled of each individual taking part. A priest may not benefit from his own communion service, but may benefit from that of another priest.

### 7. Forgiveness of Transgressions

The priest by listening to and demanding worthy penances from an individual believer may enhance the bravery of the penitent. The receiver subtracts the rank

of the priest from any fright check dice rolls involving that entity for Rank days. The success chance for this ritual (assuming the penances are carried out successfully) is (2× Priest's WP)+(3×Rank). A priest may benefit from a confession given by a priest of higher rank. On completion of the penance a cleric may advance in ranks if he had been blocked before due to transgressions.

### [120.13] At Rank 5 the priest gains new responsibilities and powers

The Priest must have spent at least 10 minutes purifying himself (or have benefited from any other priest doing on him), in order to use officiate in these rituals

#### 1. Exclusion

By this ritual the priest removes the individual from any benefits he would normally receive from being an initiate, also at rank 7 he can perform a reverse blessing (modifiers are as initiation, but not in the recipients favour) or curse from the Damnum Minatum. At rank 10 the transgressor can be afflicted with a major curse appropriate (GM's Choice) to the severity of the transgression, Geas is particularly favoured. Note that the priest does not pay the endurance cost. Only one attempt per entity, per transgression can be made. The chance for excommunication is 1×Rank+WP and lasts until the victim dies (his soul descends to the underworld and a funeral ([120.12] point 3.) has no effect), he is received back in to the church, usually after a penance or completion of the Geas. The ritual takes 30-Rank minutes and the victim need not be present. The curse has an effective MA of the priest WP plus rank for the purposes of removal. The victim can resist at WP (plus 20 if the target is an adept or priest of a pagan religion).

#### 2. Consecrate Ground

The priest may consecrate Rank ft<sup>3</sup> of ground and buildings resting upon it. The ritual takes 12-Rank hours with a chance of (3×WP)+(5×Rank). In faiths without Priests consecrated ground or buildings can be made by long term usage, religious worship of at least once a month over the space of 15 years will make the ground consecrated to the power worshipped.

Consecrated ground adds 50 to the magic resistance of those standing on it, hinders the performance of certain magics and increases the chance of the performance of rituals of the Powers of Light. In addition if the area is dedicated to a sanctified entity all prayers to that entity have a +10 bonus to success. Consecrated ground remains holy forever. However consecrated ground can be desecrated by performing rituals

alien to the religion and usually of a disgusting nature on the site. Once desecrated; spells, talents and rituals of Necromancers, Greater Summoners and Black Magics have their base chances raised by 10%.

### 3. Sanctify element

The ritual purification and blessing of an element takes 1 hour and creates rank doses. The chance of success is  $3 \times WP + 5 \times Rank$ . When a sanctified element comes into contact with adepts and fairy folk they are forced to make a concentration check or suffer  $D + Rank$  penalty to their next action. In addition when the element contacts undead, creatures of night and shadow, weres, devils, demons, summonables, and shape shifters the entity suffers  $D - 2 + Rank$  damage on contact. The same penalty is suffered by adepts of a different elemental college and elementals of a different element; it has no effect on elementals or adepts of the same element or elemental college. Armour does not protect from air, fire or water unless totally sealed.

For creatures and characters associated with light, such as initiates of the Powers of Light, it heals Rank fatigue points once per day and will prevent infections if applied to wounds.

The element sanctified is dependant on the religion and can be one of the following:-

**Water:** The water must be fit for drinking. One dose is one pint. The water will lose its potency if mixed with at least an equal volume of ordinary water

**Fire:** The fuel is sanctified, but of itself has no effect. The fuel must be of a pure, clean burning wood. Only when the fuel is burnt does the heat and fumes of the fire have effect. The fire is normal and lasts until the fuel is reduced to ash. No fire lit from the sanctified fire is itself sanctified. The effects finish in one pulse after the fire is out, as the smoke and heat dissipates. One dose is enough for one fire a single person can warm his hands over for 10 min

**Air:** Once dose of air is enough to fill one normal person's lungs for one breath. The air can be stored and if inhaled and breathed out will act as a one hex breath weapon. If inhaled into an unconscious person's lungs it will raise the endurance to 3 and return them to consciousness. The effects of the air last for one pulse, before dissipating

**Earth:** One ounce per cleric rank of gems of at least semi precious stone is sanctified. The gem must contact an entity to have its effect (armour will protect). The gem however does not lose its potency unless

smashed.

### 4. Make holy symbol

The priest must spend 8-rank days purifying and consecrating the symbol, at rank 8 the ritual takes 1 hour, at rank 9 1 minute and at rank 10 the symbol may be sketched or made out of twigs in a pulse. The chance of creating the symbol is  $2 \times WP + 4 \times Rank$ . The rank of the priest when making the holy symbol is the symbol's rank. The symbol, when held in full view in front of the cleric, can force ego combat with an increased chance of  $5 \times Rank$  (of the symbol) but only with creatures capable of ego combat. In addition the holy symbol reduces damage in ego combat by its rank. A holy symbol created by another priest can be used by a cleric of the same religion. Any believer may gain the benefits of a holy symbol at half effect. The touch (armour does not protect) of a holy symbol to undead, creatures of night and shadow, weres, devils, demons, summonables, Elementals and shape shifters causes  $D - 5 + Rk$  damage but may cause them to be enraged. Adepts and fairy folk must make a concentration check to perform their next action. The holy symbol may be engraved on a weapon doing extra rank points of damage to the above creatures. Such a weapon cannot be magically enchanted until the symbol is removed at which point the sword loses all its religious powers. For creatures that are harmed only by magic weapons the weapon itself does no damage, but the touch of the holy symbol does, as above.

### 5. Curse

A priest may curse an entity that has transgressed the tenets of the religion or has done harm to the religion. This curse can either be the reverse of a blessing or, in more severe cases, have the same effect as G-4 Damnum Minatum (College of Black Magics [46.]).

The priest's success chance is  $2x WP + 5x Rank$

This can be resisted by the target rolling under WP plus 20 if the target is an adept.

### 6. Purification

By this ritual the priest may remove any magical enchantment on an item or person (including curse and geas). All purifications must be performed on consecrated ground and so does not get the benefits from consecrated ground to the success chance of the ritual. The MA of the curse is that of the adept at the time of casting, or the WP of the priest when casting. Natural curses have an MA of 20

Minor Curse: time taken 6 hours  
Success  $25 + (5 \times Rank) - MA$  of the curse  
Major Curse: Time taken 24 hours

the ritual must take place on the altar  
Success =  $(5 + (3 \times Rank) - MA)$  of the curse  
Magic Dissipation: Time taken 12 hours  
The priest may remove magic currently effecting, stored in or bound in an object by this ritual. One ritual must be performed of each enchantment, ritual, spell or talent affecting an object or person. If a creature was bound in the item it is released and may attack the priest. The success chance is  $30 + WP + (5 \times Rank) - 1$  for each decade since the magic was cast and -1 for every rank of the adept casting the magic with that magic (use the rank of the shaper with the binding ritual for magic items)

### [120.14] Monks gain certain abilities

At ranks 3, 5, 7, and 10 he may choose one of the abilities appropriate for his rank. At rank 10 he may additional abilities by the expenditure of  $200x$  the minimum rank needed for the ability

Most of these abilities do not need to be activated, they are always on. Unless otherwise specified in the description of the ability

#### Minimum Ability Rank

- 3 Go Without Food
- 3 Maintain Position
- 3 Meditation
- 3 Holy Visions
- 3 Detect Lies
- 3 Sense Karma
- 3 Resist Fear
- 3 Summon Water
- 3 Sacrifice Self
- 5 Resist Extremes of Temperature
- 5 Go Without Water
- 5 Go Without Sleep
- 5 Become a Sage
- 5 Calm Beasts
- 5 Summon Food
- 5 Sense Magic
- 5 Stun Recovery
- 5 Curse Self
- 5 Recall Past Lives
- 7 Resist Pain
- 7 Resist Disease
- 7 Immunity to Poison
- 7 Speak to animals
- 7 Calm Sentients
- 7 Command Plants
- 7 Help Others Recall Past Lives
- 9 See Invisible
- 9 Speak in Tongues
- 9 Command Beasts
- 9 Access Past Life Skills
- 9 Become Prophet
- 9 Be a Holy Innocent

1. Go Without Food. The monk requires only half the normal amount of food as others, and can fast for  $5 \times Rank$  days with no ill effects
2. Maintain Position. The monk can hold his position for  $Rank^3$  days with no ill effects. He must move slightly in order to eat and drink unless

- someone feeds him. There is a 2xRank bonus to hiding in shadows.
3. Meditation. The monk can recover  $\frac{1}{3}$  Rank (round down) fatigue points lost per minute of meditation for a maximum of 1 hour.
  4. Holy Visions. The monk sees visions of past and future events and distant places that are useful to the monk or his order. These visions come unbidden and can be at inconvenient times. This may drive him mad, the monk must roll under 4xWP to avoid losing 1 WP point after each vision. Once only 3 WP points are remaining the monk has gone mad. He must be cared for in order to stay alive.
  5. Detect Lies. The monk is adept at spotting falsehood in others. The chance to do so is WP+ PC + (4xRank). The target has a chance of getting away with the lie of WP + Rank Troubadour + 3xRank spy or thief (not both)
  6. Sense Karma. All sentient creatures have karma, a record their misdeeds in this life. A monk may gain an impression of how bad these are by the use of this ability, he must roll under PC + 10 x Rank – 1 for every hex of separation and – WP of the target if he does not want it sensed. What is considered bad is based on the monk's ideas of what is bad, but in all cases crimes such as murder are bad.
  7. Resist Fear. The monk is unaffected by all normal fear and need not roll on the fright table. Against magical fear attacks he subtracts 5x Rank from all rolls on the fright table.
  8. Summon Water. The monk may cause a spring to instantly form. This spring will supply Rank pints of good tasting drinking water. It takes 30-Rank minutes for the monk to find a suitable spot. The spring will only form on the ground and has a success chance of 3xWP+ 3xRank, halved in deserts, and frozen terrains. This spring is permanent. If the monk becomes a sanctified entity drinking the water will double EN rolls to resist a disease associated with the monk or a random disease
  9. Sacrifice Self. Whilst the cleric concentrates he can take half the damage from another entity and receive that damage himself

#### Rank 5

10. Resist Extremes of Temperature. The monk takes 1 + ( $\frac{1}{2}$ xRank) less damage from fire or ice weapons. He Takes Rank less points of damage from extremes of temperature (including fire) and  $\frac{1}{2}$  Rank less damage from magic cold and fire.
11. Go Without Water The monk

- requires only half the normal amount of water as others, and can go without water for 2xRank days with no ill effects
12. Go Without Sleep. The monk needs Rank less hours of sleep a night. Note that particularly tiring events or work will require a little sleep from even the highest ranked monk
  13. Become a Sage. The Monk has a chance of knowing any knowable information. The chance is Rank x a GM decided difficulty factor. That chance should be doubled if the monk has a week to research the question in a suitable library. If failed by less than rank the sage will know who to ask. If failed by more than 40 the information retrieved will be false.
  14. Calm Beasts. There is a 3xWP + 5xRank chance that a monk may be able to sooth Rank<sup>2</sup> non-sentient beasts after 10-Rank pulses. There is a -20 penalty if the beast is a carnivore. The chance is halved if the animal is a creature of night and shadow or is enraged. All modifiers are cumulative so the chance to calm an enraged creature of night and shadow is quartered. Only one beast may be calmed at a time, although the animal will remain calm until something upsets it. A roll of 99 or 00 will mean that the beast will attack.
  15. Summon Food: The monk can summon food natural to the area, both plants and animals. In fertile areas the food will be of good quality and quite possibly belong to a farmer. In desert and wilderness areas the food will be such things as roots, insects and reptiles. There will be enough food for Rank people for 1 day and will not be poisonous. It will take 1 minute to arrive. This can only be used once per week in an area of a 10 mile radius and has a success chance of 5xWP+ 5xRank
  16. Sense Magic: the Cleric has a 2xPC + 3xRank chance of spotting Magic items or object or people under the influence of magic. This includes wards, magic traps, charms, possession, etc. The monk has to be able to see it, so the magic may be hidden by normal means or made invisible by magic. It can also allow the cleric to spot a spell or ritual being enacted or prepared. It will not tell the cleric the Nature of the Magic, or even its Alignment
  17. Stun Recovery: by mental discipline routines the monk may add 2xRank to the stun recovery roll. In addition the roll may be made as soon as the monk becomes stunned, and may act in that pulse if recovered and has an action left
  18. Curse Self. By concentrating for one

hour the cleric may take on a curse from another entity and place it on himself. The curse is in no way diminished and must be resolved in the normal way

19. Recall Past Lives: This is only available to Monks of those powers that allow reincarnation. All monks have past lives and there is a 50% + Rank chance that a Monk will be able to recall a past life dating to the time of events he is interested in, but this is reduced considerably if the event is localised as the past life may have been in any culture at any location. As a guide line for events happening at the village scale there is a 1% chance of the past life knowing something of the event, a further 1% of being someone directly involved in the event. The meditation required for the recall takes 1 hour

#### Rank 7

20. Resist Pain: The monk is immune to all pain and can never be stunned. He is also immune to the assassin's interrogation skill. The monk adds 5xRank to his concentration check success chance.
21. Resist Disease: The Monk adds is WP + 5xRank to any success chance to resist disease and infection
22. Immunity to Poison: The monk takes Rank less damage from poisons per pulse
23. Speak to animals: The monk can converse freely with all animals, including mammals to fish
24. Calm Sentients: As Calm animals, the range of sentients resistant to this includes; undead, creatures of night and shadow, weres, devils, demons, summonables, Elementals and shape shifters. Up to rank sentients can be calmed
25. Command Plants: The monk may make an area (Rank<sup>2</sup>) of plants grow or wither at Rank times the normal rate. At rank 10 the monk may make dead plant material, even wood, sprout and grow. This ability has a success chance of 5xWP+ 4xRank
26. Holy Armour. The cleric may effectively increase his magic resistance for rank pulses by his rank
27. Help Others Recall Past Lives: This is only available to Monks of those powers that allow reincarnation, and may only work on imitates of those powers. All initiates have past lives and there is a 50% + Rank chance that a Monk will be able to induce recall a past life dating to the time of events he is interested in, but this is reduced considerably if the event is localised as the past life may have been in any culture at any location. As a guide line for events happening

at the village scale there is a 1% chance of the past life knowing something of the event, a further 1% of being someone directly involved in the event. The advantage of this ability is that many can be asked. The meditation required for the recall takes 1 hour

**Rank 9**

- 28. See Invisible: The monk has a PC + 8xRank chance of perceiving naturally or magically invisible or hidden persons or objects
- 29. Speak in Tongues: The monk can converse freely with all sentient races in their own language
- 30. Command Beasts: The monk may command Rank<sup>2</sup> beasts with a success chance of 2xWP + 4xRank (halved for creature of night and shadow). The beasts must be calm, and he must be able to communicate with them. They will perform his commands to the best of their ability or die in the attempt. The instructions must be simple, the monk has no more than a single pulse to give the command.
- 31. Access Past Life Skills: This is only available to Monks of those powers that allow reincarnation. All monks have past lives and there is a 50% + Rank chance that a Monk will be able to recall a past life with that skill. The chance is reduced depending on the rank of skill sought; 3 x the rank of the skill sought is subtracted from the success chance. If the Monk successfully recalls the skill he may use it at the equivalent to Rank -5 for one action only. The meditation required for the recall takes 1 hour
- 32. Become a Prophet/Guru. The Monk is able to make definitive statements about doctrine that will be respected by members of the religion
- 32. Be a Holy innocent: The monk is so holy that undead, creatures of night and shadow, weres, devils, demons, summonables, Elementals and shape shifters are unable to take direct action against him, or even approach within Rank radius hexes (they must try to remove themselves if within that range, but no damage is done from proximity alone). This lasts until the monk attacks them. They can however get someone to do their work for them.

**[120.15] At rank 10 a Priest may gain monk abilities**

The Priest may expend 300xMinimum rank needed experience points and gain the abilities in [120.14]. He acts as rank 10 in these.

**[120.16] At rank 10 the Cleric may perform "miracles"**

The priest chooses, with the GM, a spell

from any college that he feels appropriate for the religion. This is of course not a spell but a miracle and as such it is not enhanced or made more difficult by any factor such as counter spell, consecrated ground or cold iron. The miracle may still be actively or passively resisted as the original spell. The WP of the Cleric is used wherever MA is called for. The attributes of the spell, talent or ritual remain the same. The priest pays experience points for the spell as an adept would, but pays 2x the experience multiple to achieve rank 0.

One of the Clerical abilities at far higher Rank than can be achieved by a mortal also is a miracle

OR John Kahane's miracle rules

**[120.16] When a cleric has great need, he may be able to call upon his deity for a Miracle.**

Great need has to be judged by the GM, as Miracles are not handed out frivolously, and they are not without cost. In addition, prayers of this sort are not always answered; a typical response to such questions is usually, "My child, in this may your faith be tested." The chart below provides some modifiers that will affect the chance of a Miracle occurring. This being said, the GM should note that this chart is only a reference, and not a hard and fast rule.

The success chance of a cleric receiving a Miracle is 1 + 1 per rank. The chance may be altered by the following modifiers:

Miracle attempted in this area in the past year	-2
Miracle attempted in this area in the past six months	-5
Miracle attempted by this person in the past year	-2
Miracle attempted by this person in the past six months	-5
Area is a high mana area (Mana x 3)	-4
Area is a Place of Power	-4
Area is consecrated ground of a pagan religion	-10
Area is consecrated ground to the powers of light	+10
High Holy Day of the Powers	-5
Supplicant has demonic ties (deals with Demons often, travels with a Black Magician or Greater Summoner, has been granted a boon by a demon, etc.)	-15
Supplicant has not been faithful	-10
Supplicant has prayed in last hour	+1
Per week the supplicant spends in meditation	+5
Supplicant has a selfless request	+2
Supplicant has a selfish request	-5
Supplicant is on a holy Geas	-5
Supplicant is under attack	-3
Request is made to a Sanctified being with influence in this area	+5

For each follower the cleric has +1

Note that the request for a Miracle is not one that is open to further discussion. There are no deals or negotiating that take place - either the Powers of Light grants Miracle, or doesn't. An unmodified result of 01 will always succeed. If a 99 or greater is rolled, something other than the intended deity is contacted; it is up to the GM to determine the results of this (a demon may appear as if called by the Call Master Spell (Black Magics, G-14, pg. 62), or perhaps a rival deity hears and grants a boon to the supplicant's enemies, etc.).

Assume the powers to be masters of all forms of abilities, and they are Rank 60 in all Skills. They could; heal those in need, grant divine power to shoot lightning from the supplicant's head, or do whatever else the GM feels is appropriate to the situation at hand. Resistance rolls to the effects of these abilities (such as duplicating magical effects) may either not be allowed at all or can be made with a -20 penalty (in such a case where the GM determines that the Powers of Light does do something that is equivalent to a spell with an MA of around 300, about Rank 50 with the "spell," and casts for triple or quadruple effect). Perhaps an avatar is summoned, with incredibly high characteristics (in the 30s or so) and obscenely high Ranks (Giant Club at Rank 16, for example).

It is important to bear in mind that, unlike other fantasy roleplaying games where Miracles are commonplace miracles in the DragonQuest RPG are meant to make people stand in awe, to be awestruck by the effects of the Miracle in question. While Miracles are not bound by specific rules - the GM has complete control over these - they do follow certain forms. For example, a character that falls off a 150-foot cliff and prays for a Miracle, lands hard and walks away from it. This is not a Miracle in the Cleric rules offered here; the character landing, and breaking their bones, and surviving the fall is the Miracle in this case. The nature of Miracles are left up to the discretion of the GamesMaster, and the GM should apply a positive or negative modifier to the Success Chance, depending on how she feels the Miracle in question "fits" with what is being offered here.

It should also be noted that a successful use of the Cleric skill to invoke a Miracle only results in the deity taking a favourable interest in the immediate concerns of the supplicant; this means that the deity may require some sort of service or favour from the supplicant, at the GM's discretion.

## 121. THE POWERS OF LIGHT

These are examples of religions that could be based on Powers of Light. This is by no means meant to be complete and is intended as a guide to the GM on how a Powers of Light religion could be implemented in his world. The GM should not feel constrained in any way by these rules.

No disrespect is meant to any of these religions, this is merely an interpretation of these faiths for use in DQ

### [121.1] The Aten

The worship of the Aten only lasted the life of the Pharaoh Aktenaten, before being repudiated by his son Tutankhamun; no other sects developed.

#### The Aten

As the worship of the Aten is so linked to that of the Pharaoh this religion is authoritarian and hierarchical.

**Activity:** Active

**Sacrifices:** Accepted, animals only, by burning

**Holy Day:** Friday (only gives a 2% bonus to clerical abilities)

**Description:** The sun disk

**Character:** Patriarchal and somewhat condescending, but being a Power he really does know what is best

**Sanctified Entities:** The king and Queen are the intercessor for all of his subjects, but only if they are loyal and the aid prayed for will aid the kingdom and king. The king can be prayed to for justice and strength, the queen for mercy

**Antithesis:** The darkness embodied by Seth

**Clerics:** Priests only are found

**Taboos:** Worshipping other gods, not following leaders orders

**Favoured Actions and Duties:** Faithful service

**Consecrated Ground and Holy Symbol:** Temples to the Aten are courtyards enclosed on all sides, but open to the sky. They are aligned east/west. The symbol is the sun disk with rays coming from it with hands at the end blessing the worshippers

**Skills:** Any as long as used in service of the power, but thief is excluded

**Religious Abilities of Priest:**

No extra, but they may Receive Holy Visions and Go Without Sleep as a monk of equal rank. The Sanctified Element is Fire.

### [121.2] Isis, Osiris and Horus

These three gods were once a minor part of the Egyptian pantheon. After the fall of The Aten they too became Powers of Light. These are the only Powers that share power, as they are both brother and sister and husband and wife along with their son Horus. Pagan worship of these gods continued, so there are 2 versions of these gods

#### Isis

She is the sister and wife of Osiris and mother of Horus. She rules over women's lives, only women may be initiates and priests, although any may worship

**Activity:** Important in women's lives

**Sacrifices:** Accepted, only female animals

**Holy Day:** Monday (only gives a 2% bonus to clerical abilities)

**Description:** A beautiful youngish women

**Character:** Kind and motherly, she is interested in peace, homeliness and good governance

**Sanctified Entities:** Her family can be prayed to. These are Powers of Light in their own right;-

Horus; Light, strength and endurance (there are several Egyptian gods called Horus, this was one of them)

Ossiris; Death and justice

**Antithesis:** Seth, the Egyptian god of evil and chaos

**Clerics:** Priestesses and laywomen are the types of cleric in the worship of Isis. Most initiates will go on to become laywomen.

**Taboos:** Breaking faith, uncivilised behaviour and disrespect to women

**Favoured Actions and Duties:** The reverse of the taboos

**Consecrated Ground and Holy Symbol:** Worship of Isis takes place in closed rooms. Her symbol is a throne.

**Skills:** Any, when used in the service of god, with the exception of thief, and assassin

**Religious Abilities of Priest:**

No extra, may not perform the funeral ritual. But they may Calm Beasts and Sentients as a monk of equal rank. The Sanctified Element is Air representing a cooling breeze and the breath of life

#### Osiris

He is the husband and brother of Isis and father of Horus. He was killed by his brother Seth. After this he became lord of the dead. This was of vital importance to the Egyptians (known as Serapis to the Greeks and Romans).

**Activity:** Involved in the world of the dead

**Sacrifices:** None

**Holy Day:** None

**Description:** Often depicted as a green mummy

**Character:** Kindly, and just

**Sanctified Entities:** His family can be prayed to. These are Powers of Light in their own right;-

Horus; Light, strength and endurance (there are several Egyptian gods called Horus, this was one of them)

Isis; Women's affairs and love

**Antithesis:** Seth, the Egyptian god of evil and chaos

**Clerics:** Priests officiate in funeral rituals, and preside over court cases

**Taboos:** Uncivilised behaviour, lying and desecrating the dead

**Favoured Actions and Duties:** Commemorating the dead

**Consecrated Ground and Holy Symbol:** Burial sites are consecrated, his symbol is the mummy

**Skills:** Any, when used in the service of the god.

**Religious Abilities of Priest:**

Clerics have twice the chance of doing anything related to the dead and undead. They may also Detect Lies as a monk of equal rank. Priests may not perform the Marriage ritual. The Sanctified Element is Earth

#### Horus

He is the son of Osiris and Isis. He is a solar deity. There are many gods called Horus; this is one of them and the only one who is a Power of Light. The others are different, pagan gods (known as Harpocrates to the Greeks and Romans).

**Activity:** Aware of all that happens under the sun

**Sacrifices:** Accepted, only animals

**Holy Day:** Sunday (only gives a 2% bonus to clerical abilities)

**Description:** A young man with the head of a hawk

**Character:** Firm and upright

**Sanctified Entities:** His family can be prayed to. These are Powers of Light in their own right;-

Isis; Women's affairs and love

Osiris; Death and justice

**Antithesis:** Seth, the Egyptian god of evil and chaos

**Clerics:** Priests and monks are part of the cleric class of this religion. Military and hermit orders of monk exist

**Taboos:** Breaking faith, uncivilised

**Favoured Actions and Duties:** Like all the Egyptian gods he promotes stability and good order

**Consecrated Ground and Holy Symbol:** Temples to this Horus are courtyards enclosed on all sides, but open to the sky. They are aligned east/west. His symbol is the eye,

symbolising the sun

**Skills:** Any, when used in the service of god, with the exception of thief, and assassin

**Religious Abilities of Priest:**

No extra, may not perform the funeral or marriage ritual, They may also See Invisible as a monk of equal rank. The Sanctified Element is Fire

**[121.3] Judaism**

Judaism is one of the most ancient of the religions of the Powers of Light; so two sects developed. These did not exist together, but at different times in its history

It is one of the Religions of Abraham

**Temple**

This is the religion of a settled state based round a single, divinely ordained temple. This is where most of the priests can be found. Religious rituals requiring a priest greater than rank 5 can only be done in this temple,

**Activity:** All knowing and powerful

**Sacrifices:** Accepted, animal only and only at the temple

**Holy Day:** Saturday (only gives a 1% bonus to clerical abilities), and Passover, in spring

**Description:** Not visible, but can manifest, eg as a burning bush

**Character:** Stern and uncompromising

**Sanctified Entities:** Yahweh has angels, but these cannot be prayed to. Instead God has 10 emanations; the Sefirot by which He can be interacted with, they are:-

Chokhmah: Inspiration to solve problems

Binah: Developing an idea.

Daat: The knowledge of how to turn a good idea into reality

Chesed: Acts of creation, particularly one without pay back

Gevurah: Adherence to the law and justice; also personal restraint

Tiferet: Finding a compromise, mediating between opposing factions

Netzach: the ultimate reward and victory of the good through adversity, not necessarily in this life

Hod: the ultimate defeat of the evil, through complacency, not necessarily in this life

Yesod: Male maters, fertility, and forming connections, bridges and translations

Malkut: Processes involving clerics

**Antithesis:** The devil

**Clerics:** Priests only. These can only be descended from the tribe of Levi

**Taboos:** Breaking the 10 commandments:-

Breaking the 10 commandments:-

1 You will have no other gods but me.

2 You will not make unto thee any graven image.

3 You will not take the name of the Lord your God in vain.

4 Remember the Sabbath day, to keep it holy.

5 Honour your father and your mother.

6 You will not kill.

7 You will not commit adultery.

8. You will not steal.

9 You will not bear false witness against your neighbour.

10 You will not covet any thing that is your neighbour's

Eating unclean food, working on a Saturday

**Favoured Actions and Duties:** Worshipping god and keeping his laws, of which there are 613 covering all aspects of life

**Consecrated Ground and Holy Symbol:** The single temple, the 6 pointed Star of David

**Skills:** Any, as long as used in service of the power

**Religious Abilities of Priest:**

No extra, but they may Receive Holy Visions and Resist Fear as a monk of equal rank. The Sanctified Element is Fire

**Rabinic**

This is the religion of a scattered people often forced to go underground

**Activity:** All knowing and powerful

**Sacrifices:** not accepted

**Holy Day:** Saturday (only gives a 1% bonus to clerical abilities), and Passover, in spring

**Description:** Not visible, but can manifest, eg as a burning bush

**Character:** Stern, but more caring than before

**Sanctified Entities:** See the Temple form of this religion

**Antithesis:** The devil

**Clerics:** Laymen only

**Taboos:** Breaking the 10 commandments (see above), eating unclean food, working on a Saturday

**Favoured Actions and Duties:** Worshipping god and keeping his laws, of which there are 613 covering all aspects of life.

**Consecrated Ground and Holy Symbol:** Synagogues, the 6 pointed Star of David. The synagogue contains the scrolls of the sacred book and an eternally burning lamp

**Skills:** as long as used in service of the power

**Religious Abilities of Priest:**

No priests, Sanctify Element cannot be performed. There are 2 forms of layman, The Rabbi who interprets the law, and the cantor who leads the services.

**[121.4] Christianity**

Founded on the teachings of Christ in the first century AD. Originally Jewish it transmuted under the influence of Roman and eastern mystery Religions such as Mithraism and the worship of Isis.

It has split into many sects, of which there are two main branches, catholic and protestant. Anglicanism is between the two. Catholicism is the oldest and gives great power to the clerics. Protestantism encourages a more personal relation to god, priests are absent, but there will be more laymen per head of population

It is one of the Religions of Abraham

**Roman Catholic and Orthodox Churches**

These two are the original forms of the religion and have been most influenced by eastern mystery religions

**Activity:** Active as the Holy Ghost, is aware of every action, no matter how trivial

**Sacrifices:** Only self sacrifice

**Holy Day:** Sunday (only gives a 1% bonus to clerical abilities), and Christmas, near mid winter

**Description:** God is split into 3 parts, while at the same time remaining whole. These parts are the Father (often depicted as a white haired mature man), son (Christ, young aesthetic looking man) and a spirit (the holy ghost, most often invisible but can be seen as a dove)

**Character:** Kindly, loving and forgiving, however many appalling things are done in his name

**Sanctified Entities:** God is aided by Angels and Saints. These have the abilities listed.

**A**

Air Magics, (protection from)

Alchemist

Animals

Animals, (protection from)

Archers

Armies

Artists

Astrologers

**B**

Babies

Battle

Beast Masters

Beggars

Birds

Vitus

Cosmas and Damian

Francis, Nicholas

Vitus

Sebastian

Maurice

Luke, Fra Angelico

Dominic

Maximus

Michael, Archangel

Antony the Abbot

Alexius, Giles

Gall

<b>C</b>	
Cavalry	Martin
Celestial Magics, (protection from)	Eugene
Children	Raymond Nonnatus
Clerics	Gabriel of Our Lady of Sorrows
Creatures of night and shadow, (Protection from)	David
Crops, protection of	Ansovinus
<b>D</b>	
Desperate situations	Jude, Eustace
Diseases	Sebastian, Vitus
Dragons (protection from)	George
<b>E</b>	
Earth Magics, (protection from)	Agatha
<b>F</b>	
Falsely accused	Raymond Nonnatus
Fire	Erasmus (Elmo)
Fire Magics, (Protection from)	Agatha
<b>H</b>	
Healers	Luke, Pantaleon
Horse-riders	Martin
Horses	Martin, Hippolytus
<b>J</b>	
Journeys, safe	Christopher
<b>L</b>	
Lost articles	Anthony
<b>M</b>	
Magic, Entity, (Protection from)	Gorion
Magic, Thaum, (Protection from)	Bartholomew
Military Scientist	George, Maurice
Merchants	Michael the Archangel
Mercy	The Virgin Mary
Music, musicians, Troubadours	Cecilia, Dunstan
<b>N</b>	
Navigators	Francis
<b>P</b>	
Persecuted Believer of Powers of light	John De Martha
Plague	Gregory the Great
Poison Sufferers	John the Evangelist,
Possession	Dymphna,
Priests	John Vianney
Prisoners	Vincent de Paul
<b>R</b>	
Robbers, (protection from)	Leonard
Rangers	Francis, Nicholas
<b>S</b>	
Sailors	Brendan, Elmo
Scholars	Thomas Aquinas
Sick	Michael the Archangel
Snake bite victims	Hilary, Pirminus, Vitus
Swordsmiths	Maurice
<b>T</b>	
Troubadours	Genesius
Theft, thieves	Dismas
Tradespeople	Homobonus
Travelers	Christopher, Joseph
<b>U</b>	
Undead (protection from)	Joseph
<b>V</b>	
Vermin, (protection from)	Magnus
<b>W</b>	
Water Magics, (protection from)	Florian
Were creatures	Lupus
<b>Y</b>	
Young people	John Berchmans
<b>Antithesis:</b> Satan, the devil and his servants including	

demons

**Clerics:** This form of Christianity has priest and monk, not layman. These orders of monk can be found:- monk living in a settled community, hermit, wandering preaching friar, military monk and healing order. All catholic and orthodox clerics must be celibate

**Taboos:** Breaking the 10 commandments (see Judaism).

The 7 sins:- pride, covetousness, lust, envy, gluttony, anger and sloth

**Favoured Actions and Duties:** The 7 acts of Mercy:- feeding the hungry, drink to the thirsty, clothing the naked, sheltering the stranger, visiting the sick, ministering to prisoners and burying the dead

**Consecrated Ground and Holy Symbol:** Churches, and some surrounding grounds are consecrated and the holy symbol is the cross

**Skills:** Any as long as used in service of the power, but thief, assassin and courtesan are excluded

**Religious Abilities of Priest:**

Priests and monks must be celibate

Pilgrimages are particularly important to the Catholic Church

No extra and none disallowed. They may Detect Lies and Sense Magic as a monk of equal rank the Sanctified Element is Water

### Anglican Church

Formed as a political split from the Catholic Church there are some differences from the original

**Activity:** Active as the Holy Ghost, is aware of every action, no matter how trivial

**Sacrifices:** Only self sacrifice

**Holy Day:** Sunday (only gives a 1% bonus to clerical abilities), and Christmas, near mid winter

**Description:** God is split into 3 parts, while at the same time remaining whole. These parts are the Father (often depicted as a white haired mature man), son (Christ, young aesthetic looking man) and a spirit (the holy ghost, most often invisible but can be seen as a dove)

**Character:** Kindly, loving and forgiving, however many appalling things are done in his name

**Sanctified Entities:** God is aided by Angels and Saints (see Catholicism). These have half the bonus listed when prayed to.

**Antithesis:** Satan, the devil and his servants including demons

**Clerics:** This form of Christianity only has priest, not layman or monk.

**Taboos:** Breaking the 10 commandments (see Judaism), the 7 deadly sins (see Catholicism)

**Favoured Actions and Duties:** The 7 acts of Mercy (see Catholicism)

**Consecrated Ground and Holy Symbol:** Churches, and some surrounding grounds are consecrated and the holy symbol is the cross

**Skills:** Any as long as used in service of the power, but thief, assassin and courtesan are excluded

**Religious Abilities of Priest:**

No extra, and none disallowed. They may Detect Lies and Sense Magic as a monk of equal rank. The Sanctified Element is Water

### Puritan

A strict and holy group of Christian sects. These were formed because of dissatisfaction with the worldliness of the other Christian Churches

**Activity:** Active as the Holy Ghost, is aware of every action, no matter how trivial

**Sacrifices:** Only self sacrifice

**Holy Day:** Sunday (only gives a 2% bonus to clerical abilities)

**Description:** God is split into 3 parts, while at the same time

remaining whole. These parts are the Father, son (Christ) and a spirit (the Holy Ghost). Images of these may not be made.

**Character:** Stern but loving and ultimately forgiving, however many appalling things are done in his name

**Sanctified Entities:** God is aided by Angels and Saints. These have no the bonus when prayed to.

**Antithesis:** Satan, the devil and his servants including demons

**Clerics:** This form of Christianity only has layman, not priest and monk.

**Taboos:** Breaking the 10 commandments (see Judaism), the 7 deadly sins (see Catholicism). Enjoying yourself, other than in religious ecstasy, is disapproved of

**Favoured Actions and Duties:** The 7 acts of Mercy (see Catholicism)

**Consecrated Ground and Holy Symbol:** Chapels, and some surrounding grounds are consecrated and the holy symbol is the cross

**Skills:** Any as long as used in service of the power, but thief, assassin, astrologer and courtesan are excluded

**Religious Abilities of Priest:**

No priests. Sanctify Element cannot be performed

### [121.5] Gnostic

The various Gnostic teachings are all loosely based on Christianity, but fused with aesthetic Zoroastrian and Judaic thought. They believed that God was perfect and, as the world is not, the world must have been made by the devil, or at best a good meaning, but ignorant servant. They also believe that some or all sentient entities have fragments of the divine nature with in their souls. The only way to achieve salvation is to deny all worldly things and develop this divine nature to achieve gnosis, that is, knowledge of the divine.

### Catharsism

The Cathars were an obscure sect loosely based on Christianity. This sect was brutally suppressed by the Catholics, no sub sects developed

**Activity:** Active as the Holy Ghost, is aware of every action, no matter how trivial

**Sacrifices:** Only self sacrifice

**Holy Day:** Sunday (only gives a 1% bonus to clerical abilities) and Easter in spring

**Description:** God is split into 3 parts, while at the same time remaining whole. These parts are the Father (often depicted as a white haired mature man), son (Christ, young aesthetic looking man) and a spirit (the holy ghost, most often invisible but can be seen as a dove)

**Character:** Kindly, loving and forgiving, however many appalling things are done in his name

**Sanctified Entities:** God is aided by Angels and Saints (see Catholicism).

**Antithesis:** Satan, the devil, creator of the world and humanity, and his servants including demons

**Clerics:** Priests (called Perfecti) and monks (mainly hermits) are found. These lead extremely sparse lives, having and eating nothing more than the bare minimum necessary for life.

They will gradually retreat from everyday life, and may ever starve themselves to death. They are absolutely celibate so as not to bring any more unfortunates into the world

**Taboos:** Breaking the 10 commandments, the 7 sins:- pride, covetousness, lust, envy, gluttony, anger and sloth

**Favoured Actions and Duties:** The 7 acts of Mercy:- feeding the hungry, drink to the thirsty, clothing the naked, sheltering the stranger, visiting the sick, ministering to prisoners and burying the dead

**Consecrated Ground and Holy Symbol:** Churches are consecrated and the holy symbol is the cross

**Skills:** Any

**Religious Abilities of Priest:**

Priest and monk must be celibate

No extra and none disallowed. The priest may Go Without Sleep, Water and Food as a monk of equal rank. The Sanctified Element is Water

### Mandaeans

This sect believed that John the Baptist was the true prophet and Jesus false

**Activity:** Active

**Sacrifices:** Only self sacrifice

**Holy Day:** Saturday (only gives a 1% bonus to clerical abilities)

**Description:** God is often depicted as a white haired mature man

**Character:** Kindly, loving and forgiving, but aloof from this creation

**Sanctified Entities:** God is aided by Angels, but these do not interact with this creation.

**Antithesis:** Ruha, the devil, creator of the world.

**Clerics:** Priests (called Perfecti) and monks (mainly hermits) are found. These lead extremely sparse lives, having and eating nothing more than the bare minimum necessary for life.

They will gradually retreat from everyday life, and may ever starve themselves to death. They are absolutely celibate so as not to bring any more unfortunates into the world

**Taboos:** Breaking the 10 commandments, the 7 sins:- pride, covetousness, lust, envy, gluttony, anger and sloth

**Favoured Actions and Duties:** The 7 acts of Mercy:- feeding the hungry, drink to the thirsty, clothing the naked, sheltering the stranger, visiting the sick, ministering to prisoners and burying the dead.

**Consecrated Ground and Holy Symbol:** Churches are consecrated and the holy symbol is the wave

**Skills:** Any

**Religious Abilities of Priest:**

Priest and monk must be celibate

No extra and none disallowed. The priest may Go Without Sleep, Water and Food as a monk of equal rank. The Sanctified Element is Water

### Manichaeans

A once popular sect loosely based on Christianity. This sect was suppressed by the Catholics, but led to the Cathars

**Activity:** Active as the Holy Ghost, is aware of every action, no matter how trivial

**Sacrifices:** Only self sacrifice

**Holy Day:** Sunday (only gives a 1% bonus to clerical abilities) and Easter in spring

**Description:** God is split into 3 parts, while at the same time remaining whole. These parts are the Father (often depicted as a white haired mature man), son (Christ, young aesthetic looking man) and a spirit (the holy ghost, most often invisible but can be seen as a dove)

**Character:** Kindly, loving and forgiving, however many appalling things are done in his name

**Sanctified Entities:** God is aided by Angels and Saints (see Catholicism).

**Antithesis:** Satan, the devil, creator of the world and humanity, and his servants including demons

**Clerics:** Priests (called Electi) and monks (mainly hermits) are found. These are the only ones who have a divine spark.

These lead extremely sparse lives, having and eating nothing more than the bare minimum necessary for life. They will gradually retreat from everyday life, and may ever starve themselves to death. The priests are not however celibate as they carry a part of the divine which must not be extinguished.

The non-divine mass of the population (Audirores) can only become laymen.

**Taboos:** Breaking the 10 commandments, the 7 sins:- pride, covetousness, lust, envy, gluttony, anger and sloth

**Favoured Actions and Duties:** The 7 acts of Mercy:- feeding the hungry, drink to the thirsty, clothing the naked, sheltering the stranger, visiting the sick, ministering to prisoners and burying the dead

**Consecrated Ground and Holy Symbol:** Churches are consecrated and the holy symbol is the cross

**Skills:** Any

**Religious Abilities of Priest:**

Monk must be celibate

No extra and none disallowed. The priest may Go Without Sleep, Water and Food as a monk of equal rank. The Sanctified Element is Water

### [121.6] Zoroastrianism

This is the worship of Ahura Mazda. He was originally the chief god of Persia until the prophet Zoroaster reformed the religion into one of a Power of Light.

The underlying concept of the religion is eternal struggle between the principal of light (good) as represented by Ahura Mazda and darkness (evil) as represented by Angra Mainyu

### Zoroastrianism

This was an official state religion no other sects were allowed

**Activity:** Active

**Sacrifices:** Animals, by fire

**Holy Day:** Summer solstice

**Description:** A mature man with tightly curled hair and beards. He is often depicted in front of a winged solar disk. The sun was said to be one of his eyes, the moon the other.

**Character:** The principle of goodness and truth, he is not a loving god however and believes in cleansing fire and revelling falsehood by holy light

**Sanctified Entities:** Ahura Mazda is aided by the Amesha Spentas and the Yazatas. The Amesha Spentas were the old gods of Persia and can be prayed to give normal Sanctified Entity bonuses.

Vohu Mano; domesticated animals

Asha-Vahishta; fire and Righteousness

Khshathra-Vairya; making the right decisions

Spenta Armaiti; earth and protection from earth magics

Haurvatat; healing and navigation

Ameretat; plants and death

Spenta Mainyu; humanity

The Yazatas were protection spirits:-

Anahita; Fertility, and protection from water magics

Atar; Protection from Fire magics

Haoma; Healing

Mithra; finding the truth (a power in his own right)

Rashnu; Funerals and judgement (particularly of the dead)

Sraosha; protection from creatures of night and shadow

Tishtrya; Rainfall

**Antithesis:** Angra Mainyu, the principal of darkness and lies, and his Deavas (demons). Angra Mainyu is an equal to Ahura Mazda, but due to his malice and nature he was trapped in the world by Ahura Mazda

**Clerics:** Priests (magi) only are found

**Taboos:** Falsehoods

**Favoured Actions and Duties:** Increasing the purity of the world. Good Thoughts, Good Words and Good Deeds

**Consecrated Ground and Holy Symbol:** The tops of mountains are consecrated to Ahura Mazda. Fire is vital importance to Zoroastrians, homes and temples must keep a fire burning eternally. The dead are exposed on the tops of towers to the wild animals so as not to defile the earth. His symbol is fire, this gives aid to high ranking clerics. Fire is used in most rituals for its purifying and light giving (and deceit revealing) properties.

**Skills:** Any as long as used in service of the power, except

Thief

**Religious Abilities of Priest:**

No extra except the priest may detect lies as a monk of equal rank. The Sanctified Element is Fire

### [121.7] Islam

Islam is split into two sects, suni and shi'a. Although there is rivalry between them there is no difference in game terms, Shi'aism is more inclined to aestheticism

### Islam

Arabia was a polytheistic region before the prophet Muhammad (peace and blessings be upon him) elevated the chief god, Allah (Most Gracious, Most Merciful), to a supreme creator in the 6th century AD. It accepts Christianity and Judaism (one sect also accepts Zoroastrianism) as being related religions worshipping the same god under different names.

**Activity:** Active, and aware of everything

**Sacrifices:** Self Sacrifice, although food animals are accepted once a year, the food is not offered to Allah (Most Gracious, Most Merciful), but is shared as an act of charity and thanksgiving

**Holy Day:** Friday (only gives a 1% bonus to clerical abilities), and the last day of Ramadan (time variable as the Islamic calendar is based on the moon rather than the sun)

**Description:** Cannot be seen, and no attempt to draw him can be made. This extends to all people and animals in strict areas.

**Character:** hard but fair and loving

**Sanctified Entities:** Angels can act as intercessors; Islamic saints can do also, but at half effect

**Antithesis:** Iblis (Satan) and his demons

**Clerics:** A priest of Allah (imam) is actually a layman. Consecration is by long term use of a building, holy water cannot be made, and the holy symbol has no effect.

**Taboos:** Drawing a likeness of Allah (Most Gracious, Most Merciful), or his creations such as people and animals (this is acceptable in some more tolerant areas, but drawing Allah never is)

**Favoured Actions and Duties:** Islam has 5 pillars:- Acknowledgement that there is no god but Allah and Muhammad (peace and blessings be upon him) is his prophet. Observe prayer 5 times a day. Charity, 2.5% of income. Pilgrimage to the centre of the religion. Fasting during the festival of Ramadan

**Consecrated Ground and Holy Symbol:** The symbol is the crescent moon, but it has no effect. Mosques are consecrated by long term use

**Skills:** Any as long as used in service of the power, except thief and spy

**Religious Abilities of Priest:**

Priests are not found. The nearest equivalent is the imam, a layman. There are no extra abilities but imams have great social power. The ritual of Sanctifying Element and the holy symbol rituals have no effect.

### [121.8] Mithra (Mithras)

This religion was a popular mystery religion in the Roman Empire. Its origins are in an old Indian god Mitra. His worship transferred to Persia where he was recognized as a yazata of Ahura Mazda. He was later elevated to a power in his own right. As a sun god he was also called Sol Invictus (the invincible sun) and achieved success when he was adopted by the Emperor Constantine, prior to his conversion to Christianity. The worship of Sol Invictus was an attempt to make the religion more open and accessible to all

Mithraism influenced Christianity

### Mithras

This is a mystery religion, worship was by initiated believers only, and only men could be accepted

**Activity:** Sees all under the sun, gives life and light to all

**Sacrifices:** accepted, bulls only by evisceration by a knife.

**Holy Day:** Sunday

**Description:** A powerfully built young man, bare-chested with a Phrygian cap (conical-ish, the top flops down towards the front). He is often shown killing the bull to release all that is good in the world

**Character:** He is a male archetype, honourable, firm to friends, truthful but he will not accept excuses.

**Sanctified Entities:** He has 2 companions, one symbolising sunrise and sunset. They can be prayed to for endurance and healing respectively

**Antithesis:** Angra Mainyu (Ahriman), the principal of darkness

**Clerics:** There are no priests. All initiates are monks (or training to be), there is no obligation to live a secluded life or be celibate, in fact this is discouraged. There are 7 levels;- Corvus (rank 1) where the initiate is baptised in bulls blood, Cryphius (rank 3), Miles (rank 5), Leo (rank 7), Perses (rank 8), Heliodromus (rank 9) and Pater (rank 10). The transition to all 7 levels requires an ordeal in which D10-4 damage to EN is done. This damage is recovered in the normal way)

**Taboos:** Lying, breaking faith and betraying

**Favoured Actions and Duties:** Steadfastness

**Consecrated Ground and Holy Symbol:** The temples are either caves or cave like. Part of the rituals is to bring light to these places. The symbol is the bull.

**Skills:** Any as long as used in service of the power, except courtesan, assassin, thief or spy

**Religious Abilities of Priest:**

Marriage cannot be performed but the priest may detect lies as a monk of equal rank. The Sanctified Element is Fire

### Sol Invictus

The same god is worshipped as Mithras, but the cult has been opened up to all

**Activity:** Sees all under the sun, gives life and light to all

**Sacrifices:** accepted, bulls only by evisceration by a knife.

**Holy Day:** Sunday

**Description:** A powerfully built young man, bare chested with a Phrygian cap (conical-ish, the top flops down towards the front). He is often shown killing the bull to release all that is good in the world

**Character:** He is a male archetype, honourable, firm to friends, truthful but he will under certain circumstances accept excuses.

**Sanctified Entities:** He has 2 companions, one symbolising sunrise and sunset. They can be prayed to for endurance and healing respectively

**Antithesis:** Angra Mainyu (Ahriman), the principal of darkness

**Clerics:** There are priests and laymen of this form of the religion as well as non-initiated worshippers. There are no monks, those interested in joining a military orders can become monks of Mithras

**Taboos:** Lying, breaking faith and betraying

**Favoured Actions and Duties:** Steadfastness

**Consecrated Ground and Holy Symbol:** The temples are enclosed rooms. Part of the rituals is to bring light to these places. The symbol is the Solar disk.

**Skills:** Any as long as used in service of the power, except courtesan, assassin, thief or spy

**Religious Abilities of Priest:**

Marriage can be performed. They may See Invisible as a monk of equal rank. The Sanctified Element is Fire.

### [121.9] Balder

Balder was a Norse light god. Following his

unintentional murder by his brother (at the instigation of Loki) he became a Power of Light

### Balderism

This is an entirely made up religion

**Activity:** Active

**Sacrifices:** Accepted, animal only. Victims are sacrificed during daylight, being poisoned by mistletoe extract.

**Holy Day:** Sunday (only gives a 1% bonus to clerical abilities), and the autumn equinox, symbolising his death day

**Description:** A beautiful, shining white young man

**Character:** Initially young and carefree his time in the realm of the dead has given him an understanding of the pains of the world

**Sanctified Entities:** Some of the sons of the Norse gods:-

Vali; can be prayed to for tasks that need to be done quickly, or at exactly the right time

Vidar; dealings with animals and plants

Modi; can be prayed to to give courage, increasing morale success chances.

Magni; can be prayed to for strength or endurance

**Antithesis:** Loki and the giants

**Clerics:** Priests and all varieties of monks are found

**Taboos:** Murder, theft and adultery

**Favoured Actions and Duties:** Honesty, fairness and helping strangers

**Consecrated Ground and Holy Symbol:** Oak groves can be consecrated to him. These can be those that were sacred to the Norse gods; if so the grove gets a 20% resistance chance.

A sprig of mistletoe is his symbol

**Skills:** Any, when used in the service of god, with the exception of spy, thief assassin and courtesan

**Religious Abilities of Priest:**

No extra but they may See Invisible as a monk of equal rank. The Sanctified Element is Fire.

### [121.10] Sikhism

This is the most recent of the Religions of the powers of Light. The religion was founded by a series of gurus (teachers). Its essential outlook is that of tolerance of other faiths as all in some way are worship of the Powers

### Sikhism

Sikhs believe in reincarnation, the soul goes through cycles of reincarnation until sentience is reached. If the life lead is exemplary the soul merges with god in bliss. If not the cycle begins again

Although Sikhism is a militaristic religion, war is only allowed if to combat injustice or oppression.

**Activity:** Active in all things

**Sacrifices:** Self sacrifice only

**Holy Day:** Diwali, a light festival around the 25th of October

**Description:** Formless, he is everywhere

**Character:** Kind and loving

**Sanctified Entities:** Sikh saints exist, but these cannot be prayed to, they are examples held up to encourage others to live well

**Antithesis:** none

**Clerics:** Laymen only are found

**Taboos:** Superstitions, cutting hair, lust, anger, greed, worldly attachment and pride.

**Favoured Actions and Duties:** The goal of a good life and being a good family man, earning an honest living and avoiding worldly temptations

**Consecrated Ground and Holy Symbol:** The Sikh temple is a building called the Gurdwara. It becomes consecrated by long term use. The symbol is composed of various traditional weapons, and the signs of a Sikh are the uncut hair, the comb a metal bangle knee length underwear and a dagger.

**Skills:** Any, when used in the service of god, with the

exception of spy, thief, assassin and courtesan

need to be able to perform them than a monk.

**Religious Abilities of Priest:**

No priests, Initiation (Coming of Age is performed once the adolescent is old enough) and Purifying Element cannot be performed. Layman may gain the remember past lives abilities, but one rank more is need to be able to perform them than a monk.

**[121.12] Bhain**

Bhain was a pampered noble who gave up his privileges and possessions to help those around him. His belief was that the soul is trapped in a cycle of reincarnation that only bettering the lot of those around can break and allows the soul to achieve oneness with the universe after death

**Bhainism**

This is also made-up religion, it is based on a combination of Buddhism and Jainism, but as these are belief systems that seek to remove the believer from the world they are poor beliefs for an adventurer. This aims to take the philosophy of these religions, but make them active.

**Activity:** Active

**Sacrifices:** Self sacrifice only, generally giving up possessions and the trappings of power

**Holy day:** Friday (only gives a 1% bonus to clerical abilities) and the 1<sup>st</sup> of July, the birthday of Bhain

**Description:** Often shown as a beatifically smiling reclining man dresses in rags

**Character:** Originally a privileged noble he was shocked by the poverty around him and decided to do something about it. All true believers will try to emulate this example, this does not necessarily mean that the believer will give up all power and belongings, but will try to use all in his power to better the lot of those worse off.

**Sanctified Entities:** There are bhoinisatvas that have delayed passage to oneness in order to help their more unfortunate brethren. Meditation on their examples has exactly the same effect and mechanics as prayer

Suiamo: Correct use of power

Teot: Example of how to give to the poor

Meamai: Combating abuse of power through non-violence

Menja: Resisting the coercion of others

Rassamon: Persevering with a course of action

Chipili: Self knowledge

**Antithesis:** Worldliness is the antithesis of Bhainism, this has become a magical entity called Mnaktis

**Clerics:** The only clerics are laymen and monks

**Taboos:** Being seduced by worldly things, abuse of power and privilege and use of violence, other than as a last resort. 4 sources of karma:- sensuality, selfishness, illusions and uncertainty

**Favoured Actions and Duties:** Helping those poorer than one's self. The eightfold path:- right knowledge, right attitude, right speech, right action, right living, right effort, right mindfulness and right composure.

**Consecrated Ground and Holy Symbol:** People will meet in the open air round a statue of Bhain, this will be surrounded by a low wall. The area within this wall will generally become consecrated ground through usage. In colder climates a cover can be erected.

**Skills:** Any, when used in the service of god, with the exception of spy.

**Religious Abilities of Priest:**

Monks must be celibate

There are no priests, and there is no sanctified element, this is too worldly. There are several different orders of monk, static meditative, wandering preachers, and active converters. Monks can use the remember past lives abilities. Layman may gain some monkish abilities, but only the past lives and karma abilities. One rank more is

# XIV. PLANES OF EXISTENCE

In the DragonQuest world life exists in many different modes on many different planes, worlds and dimensions. The material plane, also known as the mortal world, is the plane most familiar to players and all but the most unusual characters. But creatures do exist on other planes and characters may interact with them and even visit their planes. This section will introduce a frame work to allow GMs to flesh out these planes and have characters adventure within them

## 122. THE PLANES

**[122.1] This is a list of the planes commonly found in the DragonQuest world**

1. The Material World: also known as the mortal world, the world on which most adventuring will take place. This does not need description here
2. Elemental Plane of Fire: The origin plane of the Fire Elementals and a place of pure, eternal flame.
3. Elemental Plane of Water: The origin plane of the Water Elementals and the ultimate origin of all water.
4. Elemental Plane of Earth: The origin plane of the Earth Elementals. This plane is the essence of earth and stone
5. Elemental Plane of Air: The origin plane of the Air Elementals, a place of pure air.
6. Celestial Elemental Plane: This is where the Gods of Pagan Religions live and also the medium through which the celestial bodies move, having an effect in the mortal plane
7. Demonic Plane: This is where the Demons inhabit, an infernal dimension.
8. The Spirit Plane: Also known as the Spirit World. Many creatures end up in this plane as spirits of some form or another
9. Faerie: the home of the fairy folk. This is really a sub-plane of the Material World

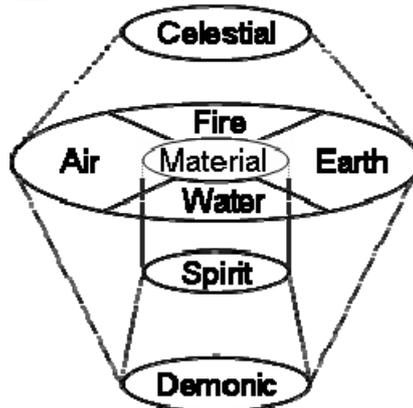
GMs should feel free to add to or remove from this list as they wish

**[122.2] The manner in which these planes interact is in many dimensions**

Illustration 1 attempts to show the connections between the planes; it is not how the planes actually are. The planes occupy a volume of space not a flat sheet. Also some planes have many other planes that are in contact

throughout its area.

ILLUSTRATION 1



The arrangement of the planes; Note that the Material Plane and Faerie both occupy the same space and that this illustration is a two dimensional representation of a multi-dimensional space

For example the Material World contacts the Spirit plane and the five elemental planes. Different regions of the material world do not contact the planes individually; rather all points of the Material World contact the edges (only) of all 6 other planes. This is why all of these elements and spirits can be found fairly evenly distributed within the Material World. This type of contact is a pervading boundary in that the boundary pervades all points (except cold iron) of the plane. There is an exception to this rule, see [122.5].

Other contacts (such as Air/Water) do not pervade each other, but have a clear distinct transition, in this case a region filled with spray. This is why finding other elements within the main elemental planes are very rare.

**[122.3] The planes are separated by tough but very thin boundaries**

These keep the Dimensions separate. A boundary takes on characteristics of the planes it is separating. It is possible to move through the boundaries into the dimensions beyond. A portal is a temporary breach in the boundary. Creatures can be summoned through boundaries and it is possible to travel within the boundaries. For more information on specific boundaries see [131.]

**[122.4] The size of the planes is dependant on weight of the element.**

Most planes are approximately the same volume as the Material World. The exceptions are; the Plane of Fire and Air which are 1,000 times the volume of the Material World, the celestial plane which is 100,000 times the volume and Faerie which is only  $\frac{1}{100}$  of the volume

**[122.5] Certain very rare and violent events or unusual locations will allow the opening of short lived portals into**

## some dimensions

These portals are natural rips in the Boundary caused by the unusual nature of the conditions in this location. They can only occur as a result of conditions in the Material, Faerie and Demonic planes and can only open to dimensions that there is contact with.

The portals will appear in the heart of these events or locations and go to a random location within the plane the natural phenomenon is related to. These will close within D-6 (minimum 1) pulses of their opening. If the phenomenon continues another portal may open after at least 1 hour to another random location. If a ritual is performed to travel to a dimension when natural portals are spontaneously opening to that dimension the ritual gains 20 to its success chance. Rituals attempting to enter other dimensions (except demonic and faerie), will fail.

**[122.6] Travelling to the planes can be accomplished by magic rituals and items**

There are numerous ways to get into the other dimensions. Some involve use of rituals such as Create Faerie Portal ((R-1) [132.7] College of Fay Magics) which only allow access into one plane. Others, such as Ritual of Dimension Travel (R-3) [104.7] of the College of Shamanism, allow access to any dimension.

Travel to the other dimensions can be in body form, ie the body and certain items travel into the other dimension; or the adept's spirit to travels into another dimension, leaving the body behind

**[122.7] The different modes of entry into other dimensions have advantages and weaknesses**

The spirit may leave the body behind and enter other planes. The spirit has some vulnerabilities, it is open to ego combat and spells effecting spirits, but is immune to damage from non-magic and non-silvered weapons and suffers only half damage from magic doing physical damage only. However, the spirit is ejected back to the body once fatigue reaches 0.

Travellers in spirit do not have to worry about such things as keeping the body alive in a hostile environment. The body in some dimensions must be protected or it will die, also the body must have air to breathe. However, the traveller may do more in the body form.

Those entering any dimensions in spirit form may travel dependant on WP and FT in any direction they wish. The body will have to try and move as he would on the Material World, or find other methods of transport.

No items or companions may be transported with the spirit. The spirit appears as a shimmering image of the

physical form, the intensity of which reflects the being's MA and colour reflects the character and aspect.

Items of equipment and companions may be taken in to the other dimensions with the body. These items and companions will also have to be protected from the element.

**[122.8] The portal outlet or spirit traveller may try to appear at a specific location**

The caster may specify a location for arrival. If he rolls under his rank +1 with whatever ritual used on a D100 he will arrive at the desired location. This is modified by one of the following multiples:-

- 2x** if he is able to read a description of the location in a book.
- 3x** if he can get a description and question someone who has been there
- 4x** If a picture by a competent artist is provided
- 5x** If the caster has previously visited the area, or can get a direct mind reading of someone who has
- 6x** if the caster has specifically scouted the area with the view to using it as a destination
- 10x** if the caster has left a personal item at the desired location. The arrival point will be at the item if that has been moved and the multiple halved

These modifiers are not cumulative  
Double the chance if the location has been previously used as an arrival point by the caster when he was also the caster. This is cumulative with the other modifiers.

If the roll is over the modified location roll the arrival point is in a volume of space or in an area. The size of this are or volume depends on the dimension travelled to:-

1. The Material World: within an area on the surface of 30-rank miles radius
2. Elemental Plane of Fire: within a volume of 15-(rank/2) miles radius.
3. Elemental Plane of Water: within a volume of 15-(rank/2) miles radius.
4. Elemental Plane of Earth: within a volume of 15-(rank/2) miles radius. Portals can open into solid rock (99% chance, roll 01 to arrive in a cavern or tunnel), if so any traveller who is solid and not an Earth Elemental suffers D Damage and is spat out of this plane to his starting location.
5. Elemental Plane of Air: within a volume of (15-(rank/2))x10 miles radius.
6. Celestial Elemental Plane: within a volume of (15-(rank/2))x100 miles radius.
7. Demonic Plane: within an area on the surface of 30-rank miles radius
8. The Spirit Plane: within an area on

the surface of 30-rank miles radius  
**9. Faerie:** within an area on the surface of (30-rank)/10 miles radius

**[122.9] Characters may encounter the natural inhabitants of a Dimension**

For each plane there are natural inhabitants, such as the elementals and demons. These can be met and interacted with

**[122.10] Pockets of the Material World may be found in other planes**

These have either been brought in by violent events or by sentients. These are used by the inhabitants to live in and to support life in the plane. They are generally tolerated by the elementals and some may be used by them, but if they get too many the elementals will exclude them and any unfortunates that happen to be in the pockets.

In these pockets conditions will be the same as the Material world.

**[122.11] Special Knowledge Spells**

These are rare non-college magics useful to the traveller

**1. Spell of Air Creation (S-1)**

RANGE: Adept must touch target's chest  
DURATION: 10 minutes + 10/Rank  
EXPERIENCE MULTIPLE: 250  
BASE CHANCE: 25%  
RESIST: None  
EFFECTS: Regenerates the air within the target's lungs supporting life for the duration of the spell. For entities larger than human adjust the duration proportionately, someone 2 times the weight halving the duration. Combat and heavy work will half the duration.

**[122.12] Special Knowledge Rituals**

**1. Boundary Surfing (R-1)**

The adept (and rank/3 companions) may enter the boundary and may travel along the boundary but may not emerge in to another plane. They only arrive at the boundary of the destination plane and may not leave it other than at the original entering location on the starting plane. This is not a problem where the boundary pervades the destination plane, but is severely restrictive in the elemental planes where the boundary is only at the edges. The target of the spell and those objects he can carry on his person may enter. The adept may not step out of the boundary other than at the origin.

For rules for interactions and movement within the boundary see section [131.]

The ritual takes one hour to perform and has a success chance of 20 + MA + 3/Rank. The duration of the spell is D10 + Rank hours. At the end of that time the travellers will be returned to the starting point and dimension. The

travellers take damage proportional to the distance he is away from the starting location. Less than 10 miles (16km) there is no damage, over that D10-5 damage is done, + 1 for every whole 10 miles. Endurance is removed once fatigue is exhausted. However, the travellers will not die from this; they will remain in a coma for 1 day for every point of endurance point loss below 0 and must be cared for to avoid death. They will then awake on 1 endurance point. The experience multiple is 250exps.

**1. Ritual of Spirit Journey (R-2)**

The adept must spend one hour in preparation at the end of that time he makes a cast check under MA+(3xRank) (halved if already in spirit form). If successful the adept's spirit will be transferred through a spinning vortex to another plane the he knows of, the journey taking 1minute travelling time. The transfer lasts as long as the adept keeps his concentration and his fatigue is greater than 0. If either of these conditions is not met the adept will return to his body taking D-2 damage due to shock. The adept can return to his home dimension any time he wishes without penalty, but must re-cast the ritual if he wishes to return to the other planes once more. The traveller cannot take any items with him as he travels only in spirit. Any items picked up (if possible) while in the other worlds will be left behind although probably in a different location.

While in the other plane the adept can move at ((WP + Ft) /8) miles per hour ((WP+ Ft)/5 kmph), and act normally, but without the physical body. While separated from the body the spirit is open to spells effecting spirits and also to ego combat. If damage is inflicted on the spirit he must make a concentration check to keep his concentration and therefore stay in the dimension. Any damage received while in the other world has the same consequences as in this plane and carries over back to this plane.

In order to cast spells and rituals while in the other plane the adept must make a concentration check to maintain the ritual's effects, failure having the same consequences as before.

The spirit can be trapped in the other planes by having a special knowledge counterspell to the adept's College cast over him (either the spirit or the body). In this case concentration and fatigue loss will not return the adept to his own plane. The adept must successfully perform the ritual again to return (the body gives a 10 x bonus to location). The consequences of being trapped in another plane depend on the plane in question. The body will die unless cared for.

If the ritual backfires a creature from the plane the adept wishes to travel to will appear and immediately attack. The experience multiple for this ritual is 500.

## 2. Ritual of Dimension Portal (R-3)

The adept must have the True Name of another dimension from a Namer in order to perform this ritual. He writes the name of the dimension on the ground where he wants the portal to appear. After an hour a check is made to determine if the ritual has been successful. The Base Chance of success is 15% + 3/Rank. If the ritual succeeds a portal immediately appears leading into the dimension written on the paper on the ground. Anyone entering that portal will be in the other dimension (after a travel time of one minute). The portal will be a two way terminus, and those in the other dimension will be able to cross into this dimension through the portal. The portal remains open for a number of hours equal to 3 plus the rank of the adept with this ritual plus the results of a D10 roll (made by the GM). It, and the writing, is destroyed permanently at the end of that time or when ever the special knowledge counterspell of the creating adept's college is cast over the area it occupies. If the ritual backfires, an entity native to that dimension (GM's choice) enters the adepts dimension and will immediately attack the adept and his companions. The experience multiple for this ritual is 600

## 123. THE ELEMENTAL PLANE OF FIRE

This is a plane composed of the swirling energies of fire. Death by burning happens at the rate of D10 damage points per pulse. This is pure fire and no noxious fumes are given off.

As fire attracts fire there is no up and down in this plane

### [123.1] This Dimension is a high Mana Level area

Fire mages receive +30% to the use of their college talents, spells and rituals. Mages of all other elemental colleges may not perform talents, spells or rituals.

### [123.2] Protection is needed from the heat and fires of this plane and a supply of air is needed in order to survive in this plane

Spell of Fire Proofing (G-7), Spell of Protection Against Magical Fires (G-8) and Spell of Self Immolation (S-5) all of the College of Fire Magics [42.] give full protection

The talent Resist Temperature (T-1) of the College of Sorceries of the Mind [37.] reduces the damage done by half

The traveller's body needs to

breathe. This can be done by holding breath, supplied air (eg bottled air) or by magic such as the Spell of Air Creation (S-1) [122.11].

All unprotected flammable items immediately burst into flames on entry to this plane.

### [123.3] Movement by a visitor is very difficult

There is nothing solid in this plane, other than at the boundaries, but all travellers may try move around using the currents of flame. The traveller may use a sail or vessel with sails that can blow into different currents (or even use himself as a sail), to reach the desired destination. These currents can be read by a roll of 40 + 3 x Navigator Skill rank.

The elementals can transport the adept if they choose or are compelled to

### [123.4] Natural portals are found in volcanoes and fires big enough to create a fire storm

The fire must be at least small city size and the volcano must be erupting.

### [123.5] Fire Elementals, Efreet [73.] and Salamanders [69.] can be found here

The fire gods can also be found here along with their servants

### [123.6] There are features of this plane that are permanent

There are particularly intense areas of burning that can be used as landmarks and meeting places on this plane. Important Fire elementals will make their home here

### [123.7] The inhabitants live in cities made of metal in Material world pockets.

These areas are just as hot as the rest of the plane. They float in the energies drifting in the currents

## 124. THE ELEMENTAL PLANE OF WATER

This is a plane composed of pure water. Death is by drowning. As there is only water, which attracts water, with no up or down the extreme pressures found in earth's oceans do not occur here

### [124.1] This Dimension is a high Mana Level area

Water mages receive +30% to the use of their college talents, spells and rituals.

Mages of all other elemental colleges may not perform talents, spells or rituals

### [124.2] A supply of air is needed in order to survive in this plane

The traveller's body needs to breathe. This can be done by holding breath,

supplied air (e.g. bottled air) or by magic. Spells providing air such as Spell of Water Breathing (G-12) of the College of Water Magics [41.] will support life here as will the Spell of Air Creation (S-1) [122.11].

### [124.3] Movement in this plane is by swimming and using the currents

There is nothing solid in this plane, other than at some of the boundaries and elemental pockets, but all travellers may swim freely. There are strong currents in the water that will take the adept ultimately to any location within this plane if they can be navigated correctly.

These can be read by casting the Spell of Navigation (G-5) of the college of Water Magics or a roll of 50 + 3x Navigator Skill rank.

The elementals can transport the adept if they choose or are compelled to

### [124.4] Natural Portals to this plane exist.

Natural portals are found at the greatest depths of the oceans

### [124.5] Water Elementals, Merfolk and Aquatics [68.] can be found here

The Sea/Water gods can also be found here along with their servants

### [124.6] There are permanent vortexes here that are land marks in this dimension

Powerful Water elementals make their home here. Anyone sucked into these vortexes takes D10 damage per pulse until he can get out (successful swimming roll or less than 2xPS roll)

### [124.7] The inhabitants can live in cities in pockets of Material World in this plane

There are mats of weed and corral reefs floating in this plane. These are centres of the non-elemental inhabitants on this plane. There is no air to breathe in these pockets for visitors unless it held in place for their use

## 125. THE ELEMENTAL PLANE OF EARTH

This is a plane composed of Stone and earth. Death is by asphyxiation as the solid nature of this plane makes entry impossible without some form of tunnelling. Natural caverns and tunnels do exist, made by the earth dwellers [70.3] living in this plane; although they occupy only 1% of the total volume of the Element. As each element attracts itself there is no up or down. However an object will fall (as most objects are mainly derived from the element earth), but it will just fall to the nearest earth surface.

**[125.1] This Dimension is a high Mana Level area**

Earth mages receive +30% to the use of their college talents, spells and rituals. Mages of all other elemental colleges may not perform talents, spells or rituals.

**[125.2] A supply of air is needed in order to survive in this plane**

The traveller's body needs to breathe. This can be done by holding breath, supplied air (e.g. bottled air) or by magic such as the Spell of Air Creation (S-1) [122.11]

In the caverns and tunnels there is air, although away from the junction with the boundary of the Material or air planes the air can be stale or cut off from a fresh supply by rock falls

**[125.3] Everything solid in this plane so to get about the travellers have to tunnel or use the natural caverns.**

The elementals can transport the adept freely if they choose or are compelled to, and the Earth Dwellers have tunnels that can be used for travelling

As there is no up or down, but the players will still be attracted to the earth (people are mainly earth). Therefore they can walk on any surface. One person may be walking down a tunnel and meet someone else walking on, as far as he sees it, on the ceiling. Meanwhile another may be walking on what he two others see as the walls.

**[125.4] Natural portals can be found in the deepest caves or at the surface during earthquakes**

Portals can open into solid rock (99% chance, roll 01 to arrive in a cavern or tunnel), if so any traveller who is solid and not an Earth Elemental suffers D Damage and is spat out of this plane to his starting location.

**[125.5] Earth Elementals and earth dwellers [70.3], can be found here**

The Earth gods(esses) can also be found here along with their servants

**[125.6] The tunnels and particularly impressive gemstones can be used as landmarks**

These gemstones can be the home of powerful elementals. In addition the earth dwellers have created cities and mines that are permanent.

The rock in this plane are all different, a Ranger specialising in the Elemental plane of Earth will know where he is by the rocks alone on a 30+(3xRank) roll.

**[125.7] The caverns are pockets of the Material World in this plane**

These are fixed in place in the plane and often form the cores of cities in the plane

**126. THE ELEMENTAL PLANE OF AIR**

This is a plane composed entirely of air and clouds. As there is only air, with no up or down (as air attracts air) the visitor will not fall

**[126.1] This Dimension is a high Mana Level area**

Air mages receive +30% to the use of their college talents, spells and rituals. Mages of all other elemental colleges may not perform talents, spells or rituals.

**[126.2] Protection is needed from the violent winds**

There is no problem in breathing here, but the currents are very fast and storms severe, with wind gusts able to do D10-2 damage. The traveller also has to protect against the cold, winter clothing at least is recommended.

**[126.3] The traveller can fly to his destination**

There is nothing solid in this plane, other than at the boundaries, but all travellers may try move around using the winds. The traveller must use himself as a sail or have a vessel with sails that can move into different currents. These can be read by a roll of 30 + 3 x Navigator Skill rank. Bird-like wings or gliders can also be used to fly.

The spells: Spell of Mage Wind (G-3), Wind Whistle Spell (G-5) and Spell of Windwalking (S-15) of the College of Air Magics [40.] will propel the traveller with the created wind in any direction he wishes to go.

The elementals can transport the adept if they choose or are compelled to

**[126.4] Natural portals are found at the centres of great storms of at least hurricane level**

**[126.5] Air Elementals, Djinn [73.] and Avians [67.] can be found here**

The Sky and/or Storm gods can also be found here along with their servants

**[126.6] There are no fixed locations inside this plane**

As there is nothing solid in this plane all the inhabitants have a nomadic existence. There are features at the boundary with other elemental planes that can be used as reference points and meeting places. There are also some long lived storms that act as moving but semi-permanent markers and are the homes of powerful elementals

**[126.7] Cloud cities occupy pockets of the Material World.**

These are built in the same fashion as

the cloud giant's cloud castles [6.5] and drift freely in the winds

**127. THE CELESTIAL ELEMENTAL PLANE**

This is the plane in which the Celestial Bodies move. In order not to impede the transit of these bodies there is no air in this plane. It is also the region many of the gods have chosen to make their home in material world pockets. In these regions conditions may be the same as the Material world.

The Celestial Bodies themselves are the Great Powers that impose predestination on all but the strong willed and determine the aspects of each being by investing a small amount of mana into the soul or life force. The Sun, the Moon(s) and planets regularly cause perturbations in the flow of mana; the mighty stars affect a world across the vast reaches of space by their position relative to it.

**[127.1] This Dimension is a high Mana Level area**

Adepts of the College of Celestial Magic receive +30% to the success chance of their college talents, spells and rituals. Mages of all other elemental colleges may not perform talents, spells or rituals.

**[127.2] A supply of air is needed in order to survive in this plane**

The traveller's body needs to breathe. This can be done by holding breath, supplied air (eg bottled air) or by magic for example the Spell of Air Creation (S-1) [122.11]

**[127.3] Travel in this plane can be achieved by momentum and inertia**

There are a few solid things in this plane, the boundaries, the Celestial Bodies, the home worlds of the gods and those items brought here by travellers. Some of these are large enough to walk on. Away from these the traveller must adopt other means of transport.

The some of the natural inhabitants can transport the adept if they choose or are compelled to.

The traveller can also use his momentum to go places. He can by launching himself from a solid object, or through a portal achieve momentum (at TMR). He will travel in a straight line at the same speed until he hits something.

He may change direction, or even stop by launching item in the opposite direction from which he wishes to travel.

An arrow fired from a bow, or quarrel from a crossbow, will increase speed in the opposite direction (reduce if fired in the direction of travel) by a maximum of one TMR /20 per point of PS (for a normal human, increase or decrease

proportionately for smaller or bigger persons). Reduce this to a third if thrown; increase appropriately if mechanical devices are used.

**[127.4] Natural Portals to this plane exist.**

Natural portals are found at the tops of the highest mountains

**[127.5] The Pagan Gods and their servants can mostly be found on this plane**

Pantheons of gods may have chosen to create worlds here that mimic the conditions found on the material world. These areas will be heavily warded and all inhabitants loyal to the Pantheon that has created the special area. They may also include certain selected spirits of the dead. These may not be summoned, resurrected or made into undead (other than skeletons or zombies).

The Celestial bodies are also here. These are the equivalent of elementals in other planes; however they are passive in their own plane, directing their attention to influencing entities on the Material World. They cannot be interacted with, but are solid and can be walked upon or used as a launching point. The largest glow, and are seen as planes from the Material World, these are the planets. The very largest shine brightly, but are a very long way from the Material World, these are the stars and will burn any unprotected travellers at D10 per pulse within one mile and 10D10 to any who land on the surface. Spells used to protect from fire will protect at a distance, but will be swamped on the surface. The sun and moon are also here; the moon glows, but the sun will burn as a star.

Many see the celestial bodies as pagan gods, but they are the bodies that influence the area of life that a god or facet of a god represent.

**[127.6] The only fixed things in this plane are the orbits of the celestial bodies.**

The bodies move along these orbits, but the track is fixed and predictable. All other objects move with constant speed in one direction until they hit something (as [127.3]).

**[127.7] The god's realms occupy Material World pockets in this plane**

**128. THE DEMONIC PLANE**

This is the dimension where the demons come from; it is a realm of torment. It is often depicted as having several areas arranged in rings where the torment is tailored specifically to the victim

**[128.1] This Dimension is a high Mana Level area**

Adepts of the College of Black Magics receive +30% to the cast chance of their college talents, spells and rituals. Adepts of the College of White Magics have a -30 penalty to the cast chance of their college talents, spells and rituals. Clerics of the Powers of Light suffer a -30 penalty to the use of all their clerical abilities.

**[128.2] The visitor needs no special protection from the conditions found in the plane itself**

However, the inhabitants are numerous, dangerous, magical, armed and aggressive

**[128.3] The traveller may move normally in this plane**

The traveller to this plane may use any form of travel he could use on the Material World.

**[128.4] There are no natural portals, into this plane**

Although some backfires can create them

**[128.5] Creatures and servants of the powers of Darkness abide here**

Creatures of night and shadow [72.], Demons, Devils, imps and succubae [47.], Hellhounds [73.] and the dead who have sold their soul to the demons are the natural inhabitants of this plane. The demons, devils, imps and succubae have 5 times the statistic value stated in [47.] on their own plane. However, if killed here they are dead permanently.

**[128.6] This is a highly structured dimension, where landmarks rarely change**

The areas of torment are fixed and navigable, cities and roads leading to them exist.

**129. THE SPIRIT PLANE**

**[129.1] This Dimension is a high Mana Level area**

Shamans receive +30% to the cast chance of their college talents, spells and rituals.

**[129.2] Only the spirit may travel to this plane**

As travel is in the form of a spirit no protection is needed in order to keep the body alive.

**[129.3] Travel in the spirit plane is as for a naked spirit, i.e. (WP + FT)/8 mph ((WP + FT)/5 kmph)**

In any direction the spirit wishes

**[129.4] Natural portals exist where a great number of spirits and souls are released**

Such an occurrence would be in the middle of a battle or natural disaster. At least 1000 sentients must have died within one hour and one square mile. Some natural disasters, such as an earth quake, will open separate portals to both the Spirit Plane and an Elemental Plane (in the example above, Earth). Portals can also appear in places of disposal of the dead at certain significant times; such as the feast day of the local deity of death. This will not be the whole day, normally only up to an hour that is particularly sacred

**[129.5] The spirits listed in [102.] and [103.1] exist in this plane. Also the Gods of the Dead of various pantheons can be found here.**

The spirits in [102.] actually exist in the boundary and not exclusively in the Spirit plane or mortal world as detailed in the rules of [102.]. They can however be perceived from the Spirit Plane

Many pantheons (but not all) choose to have their dead here. If this is the case the gods of the dead will be found here as will their servants.

If the spirits of the dead encountered here they will be ghost like spirits, but will not have the powers to induce fear as a ghost as they are not in the boundary. They are not as driven by needs, but they may ask for aid or information on still living loved ones or relatives. They will be willing to trade for this and may haunt like ghosts if the deal is broken

**[129.6] The features of this plane will represent the beliefs of the dead that are here.**

The dead souls and spirits will be gathered into regions of the spirit world where theirs is the exclusive religion. The features of this region will correspond to the beliefs of the inhabitants. Non believers will inhabit a grey wasteland.

**130. FAERIE**

Faerie is the only one of the other Dimensions where humans would feel remotely at home, and some special humans have been invited to live there, however it is still a dangerous place for the unwary.

Faerie is in many ways an alternative Material Plane, and is actually pocket within the Material World. Faerie, therefore, occupies the same location in the Dimension space, despite this they are separate dimensions.

**[130.1] This Dimension is a high Mana Level area**

General knowledge spells do not cost fatigue to cast and special knowledge spells cost 1 fatigue only. This is also reflected by the high proportion of magical plants and animals found here. There are areas of very high mana where all spells, talents and rituals are free to cast. There is a bonus of 10% to the performance of all talents spells and rituals. However, backfires occur on rolls 30 above the cast chance (20 in combat), also any rolls on the backfire table are increased by 10%.

Adepts of the College of Fay Magics receive +30 to the cast chance of their college talents, spells and rituals

**[130.2] The visitor needs no special protection from the conditions found in the plane itself**

The inhabitants of Faerie are very powerful and have a code of conduct that the visitor would be advised to learn quickly, death is very easy here. They have been described as capricious and fickle, but their honour is just different from that followed by most cultures of the material plane. Some actively dislike humans, but others will choose them as mates or use them for their own ends.

**[130.3] The traveller may move normally in this plane**

The traveller to this plane may use any form of travel he could use on the Material World

**[130.4] There are no natural portals, into this plane**

Portals can be detected, used and made by the operation of the talents, spells and rituals of the collage of Fay Magics, See section [132.] I am indebted to Andrew South and John Kahane for this collage.

The Fairy Folk might know of portals into Faerie (10% chance). However they cannot be forced into revealing its location.

**[130.5] Faerie is the home of the Fairy folk or Fays**

The fairy folk (see section [70.2]) are refugees from this world and so can still be found in the physical world

**[130.6] Faerie mirrors the Physical World**

Faerie and the Physical World have features corresponding in both planes, although travellers from the physical would find it distorted and the colours and other experiences very vivid. Culture and language is also partially mirrored although often represents times long past in the physical world.

**[130.7] Time runs differently in Faerie**

If a character leaves the physical world for a period of time, the time that has

passed in the physical world since his departure is given by Time spent x (D100-25). The times of the two planes can be synchronised by King or Queen of Faerie. For example, if Anwin has been in Faerie for 2 years (as far as he sees it) the GM rolls D100 (e.g. 75) and subtract 25 to give 50. This is then multiplied by the time he thinks he spent away (i.e. 2x50), so in reality his family has missed him for 100 years, and they are probably now all dead.

**131. THE BOUNDARIES**

This is not a plane in its own right but is a thin layer that separates all of the planes from each other. It is counted a plane as it allows access to other planes and has certain properties of other planes.

It is two dimensional, but the person within the boundary can see into the planes on either side, and from within it appears to be one hex wide.

**[131.1] This Dimension is a high Mana Level area**

**[131.2] The traveller's needs in the boundary depend on the planes he is between**

If a plane he is next to requires protection from that plane the traveller in the boundary needs it also. Unless one of the planes is the Material, Demonic or Faerie, in which case the traveller needs protection as that plane only. If at least one of the planes can supply air then the traveller does not need an additional supply of air.

**[131.3] Movement within the plane depends on the planes forming the boundary**

Inside the boundary the traveller may move using whatever of the methods usable in the planes forming the boundary he wishes. But he will move at half speed.

**[131.4] There are no natural portals, into the Boundary**

**[131.5] The inhabitants of the boundary are listed in [99.]**

**[131.6] The boundary has different degrees of penetration into all the planes**

The degree of penetration determines how much of the other plane may be found here. For example the Material World which contacts all other planes except the Demonic has all the elements present in its make up and a great many spirits. Where as the Elemental plane of Fire does not have boundaries running through it (they occur only at the edges)

so the plane only consists of fire

1. Material World. The boundary extends throughout the whole of the material plane (except cold iron), and through this all of the other planes can be reached with the exception of the Demonic Plane. This is why all the elements can be found in the material world. At areas where natural portals can be found the boundary is only between the material plane and the plane the portals connect to. In areas where an adept is surrounded by an element (such as in the sea) that element predominates in the boundary (in the example above Water would predominate). As all contacting planes merge here no special protection is needed in this boundary.

A boundary from any plane to the Material World is also a boundary with all the other planes that pervade the Material World

2. Elemental Plane of Fire. Boundaries at the edges of this plane are with Earth (Magma), Air (Fumes), Celestial (Aurora), Demonic (Hellfire) and the Material Plane.

3. Elemental Plane of Water. Boundaries exist only at the edges with Earth (Mud), Air (Spray), Celestial (Pacific), Demonic (Torrent) and the Material Plane

4. Elemental Plane of Earth. Boundaries exist only at the edges with Fire (Magma), Water (Mud), Celestial (Sacred), Demonic (Purgatory) and the Material Plane.

5. Elemental Plane of Air. Boundaries exist only at the edges with Fire (Fumes), Water (Spray), Celestial (Breath), Demonic (Smoke) and the Material Plane. However, the boundary with these other planes is very weak, due to the nature of air, and some pockets of air can be found this in these other elemental Planes. In Water it dissolves and allows life and in Fire it produces sweet smelling smokes. In the Celestial Plane it extends only about a mile into the other dimension so as not to impede the passage of the Celestial bodies. At no point is there enough air to support life on this plane other than the pockets

6. Celestial Elemental Plane. Boundaries exist only at the edges with Fire (Aurora), Water (Pacific), Earth (Sacred), Air (Breath) and the Material Plane. However where the Pagan gods have created a home for themselves in pockets there will be boundaries containing all of Air, Earth, Fire, Water, the Spirit Plane and others that the gods choose simultaneously. This will create conditions like that of the Material World.

7. Demonic Plane. Boundaries pervade this entire plane from the Fire (Hellfire), Water (Torrent), Earth (Purgatory), Air (Smoke) and the Spirit Plane (Styx). Therefore conditions in this dimension (and its boundary), resemble the Material World in many ways.
8. The Spirit Plane. Boundaries exist only at the edges with Demonic (Styx), Faerie and the Material Plane.
9. Faerie. Faerie is like the Material World as far as the boundaries are concerned.

**[131.7] The traveller has limited interaction with those not within the boundary**

The traveller is visible from all dimensions as a shadowy full size image of himself.

He can see into all planes as if he were there. This is a confusing image where many planes interact, a pervading boundary, such as the Material World. In this case he sees the Material World (Demonic and Faerie behave the same) on one side and all the other planes superimposed on each other on the other side. Objects in these dimensions will appear transparent and many objects can appear to occupy the same space.

He may interact with any individuals on any side visually and by magic only, sound does not transmit across the boundary. He may not give or receive objects across the boundary nor may he physically touch (or be touched) by anything not in the boundary. This makes physical combat impossible for combatants who are not both within the boundary.

**[131.8] A traveller within a boundary may cast spells into any dimension and the Boundary.**

The spell will only have effects in one dimension. There is a chance that the spell will affect the wrong dimension. Elemental Spells and Shamanic spells will, 50% of the time, be drawn to their home dimension (Spirit for Shamanic magic). When there are multiple planes superimposed on each other and the target dimension is not the Material World (Demonic Plane or Faerie), there is a 70 – 3 x PC chance that the adept will be confused and cast the spell in a random dimension (superimposed planes only). This confusion cannot arise when the plane is clearly visible, as the sole dimension without superimposition. Spells cast at targets within the boundary do not suffer from confusion and are limited to the boundary (any area of effect that would go beyond the boundary is lost).

**[131.9] Spells can be cast on the**

**individual from any contacting dimension.**

This can either be as the target or within the area of the effects of the spell. Ego combat can also be engaged in across and within the boundary.

**[131.10] The boundary from within it is one hex wide.**

From without the boundary it appears to be tissue thin.

**132. THE COLLEGE OF FEY MAGICS**

From: Andrew South and John Kahane

The College of Fey Magics is the wild form of magic practiced by beings that dwell in places where magical forces are concentrated. Known collectively to humans as "fairies" or "faerie folk", these creatures include brownies, dryads, elves, fossergrims, leprechauns, nixies, nymphs, pixies, satyrs and sylphs (section [70.2]). These beings tend to be highly reclusive, and typically have little truck with mankind and other such races. Many of the Faerie Folk are merely shy, but others seem to actively dislike humans, and will go out of their way to make their lives miserable. This gulf between the Faerie Folk and humankind means that adepts of this College are almost exclusively Faerie Folk. Unless a suitable reason can be found, the GM should ensure that player character membership in this College is limited to the races listed above.

**[132.1] Adepts of the College of Fey Magics may practice their arts without restriction.**

**[132.2] The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:**

Mana-rich area	+10
Mana-poor area	-20
Target is wearing a sprig of rowan	-5

**[132.3] Talents**

**1. Witchesight (T-1)**

The adept has a Base Chance equal to his Perception (+5/Rank) of seeing objects or entities which are normally invisible or which have been rendered invisible by magical means (i.e. spells such as Walking Unseen, Blending and Invisibility). This talent also allows the adept to see in the dark, with an effective range of vision equal to 150 feet (+15/Rank) under the open sky, and half this distance elsewhere: The Experience Multiple for this talent is 126.

**2. Minor Magics (T-2)**

Adepts of this College add 10 (+3/Rank) to their chance of performing any feat of minor magic. The Experience Multiple for this talent is 150.

**3. Sense Mana (T-3)**

Adepts of this College are highly sensitive to the presence of mana and can automatically discern the mana concentration (rich, normal or poor) in their immediate vicinity. In cases where the background mana concentration is attributable to a particular source (such as a sacrificial altar or a dimensional gate), the adept has a Base Chance equal to his Perception (+5/Rank) of determining its approximate direction and distance. The Experience Multiple for this talent is 200.

**[132.4] General Knowledge Spells**

**1. Walking Unseen (G-1)**

RANGE: 1 foot + 1/Rank  
 DURATION: 1 hour + 1/Rank  
 RESIST: None  
 EXPERIENCE MULTIPLE: 100  
 BASE CHANCE: 60%  
 RESIST: None

EFFECTS: The target of this spell can move about unnoticed, but is not invisible. Even if someone looks directly at him, he will remain unseen. However, if someone comes into physical contact with the target of the spell, he is immediately located and the spell is broken.

**2. Invisibility (G-2)**

RANGE: 1 foot + 1/Rank  
 DURATION: 30 minutes + 15/Rank  
 EXPERIENCE MULTIPLE: 250  
 BASE CHANCE: 30%  
 RESIST: None

EFFECTS: The target of this spell becomes invisible and is virtually undetectable provided he moves with a reasonable degree of stealth. Attacks directed at him suffer a negative Strike Chance modifier of 40%. At Ranks 1-10, physical contact with another entity will cause the effects of the spell to dissipate immediately. However, at Ranks 11 and above, the invisibility will not be dispelled by physical contact, and the target of the spell may even attack whilst invisible. Creatures affected by this spell may choose to become visible at any time, but may not become invisible again having done so unless another Invisibility spell is cast upon them.

**3. Animal Speech (G-3)**

RANGE: 10 feet + 5/Rank  
 DURATION: Concentration (no maximum)  
 EXPERIENCE MULTIPLE: 100  
 BASE CHANCE: 40%  
 RESIST: None  
 EFFECTS:

This spell magically enables the caster's speech to be understood by any one animal in range and likewise enables him to exactly interpret any grunts, howls, twitters, chirps, and other noises that it makes in return.

#### 4. Plant Speech (G-4)

RANGE: 10 feet + 5/Rank  
 DURATION: Concentration (no maximum)  
 EXPERIENCE MULTIPLE: 200  
 BASE CHANCE: 30%  
 RESIST: None  
 EFFECTS: This spell magically enables the caster's speech to be understood by any one plant within range. The mode and extent of any reciprocal communication is left to the GM's discretion.

#### 5. Enchant Mortal (G-5)

RANGE: Touch  
 DURATION: 1 hour + 1/Rank  
 EXPERIENCE MULTIPLE: 175  
 BASE CHANCE: 30%  
 RESIST: None  
 EFFECTS: The Faerie Folk generally cast this spell on mortals to whom they take a fancy for some reason. It imbues its target with something of the fey nature of the Faerie Folk, bestowing Witchesight (as talent T-1) at a Rank equal to the adept's own. It also allows the target to enter a faerie ring (see ritual Q1) without rendering it useless. This spell has no effect on other Faerie Folk.

#### 6. Disorientation (G-6)

RANGE: 20 feet + 10/Rank  
 DURATION: 1 hour + 1/Rank  
 EXPERIENCE MULTIPLE: 175  
 BASE CHANCE: 40%  
 RESIST: Active and passive  
 EFFECTS: This spell causes the target to completely lose his sense of direction; so that he can become hopelessly lost even in familiar terrain. The magic has little effect if the victim is following an unambiguous path, or being guided by another person. However, if the affected person is alone and is presented with a choice of routes (e.g. a fork in the path), the GM should roll randomly to see which one he chooses. The spell is quite capable of adding the victim's mind to the extent where he things he has gone left, but actually gone right. Rangers affected by this spell gain a Perception roll (with a difficulty factor of  $\frac{1}{3}$  rank, round up, minimum 1) to notice its effects. The spell's cast chance and duration are halved if cast on Faerie Folk, and is immediately dispelled if the victim turns his clothes inside out.

#### 7. Fascination (G-7)

RANGE: 15 feet + 15/Rank  
 DURATION: 1 hour + 1/Rank  
 EXPERIENCE MULTIPLE: 350  
 BASE CHANCE: 30%  
 RESIST: Active and passive

EFFECTS: The target of this spell will suddenly perceive the caster to be a source of fascination and wonder, and in this state becomes highly receptive to any suggestions that he might make. Any suggestion that is obviously against the victim's best interests (i.e. injurious or fatal in nature) allows the affected being to make another resistance check. If it is successful the spell is broken: if the check is unsuccessful, the suggestion will be accepted and acted upon despite its self-destructive nature. The spell's cast chance and duration are halved if cast on Faerie Folk.

#### 8. Enchanted Sleep (G-8)

RANGE: 15 feet + 15/Rank  
 DURATION: 1 hour + 1/Rank  
 EXPERIENCE MULTIPLE: 300  
 BASE CHANCE: 25%  
 RESIST: Active and passive  
 EFFECTS: The target of this spell will fall into a deep enchanted sleep which will last for the duration of the spell or until the victim is awakened by another being (by being shaken etc.) The target may not be wakened if the spell is Rank 10 or higher, but must continue to sleep until the spell wears off. The spell's cast chance and duration are halved and cannot be made permanent if cast on Faerie Folk.

#### 9. Faerie Luck (G-9)

RANGE: 10 feet + 10/Rank  
 DURATION: Variable according to Rank  
 EXPERIENCE MULTIPLE: 200  
 BASE CHANCE: 25%  
 RESIST: Active and passive  
 EFFECTS: The target of this spell is either blessed or cursed (caster's choice). The spell increases the entity's luck or misfortune (depending on whether it operates as a blessing or as a curse) in every percentile dice roll in which he is directly involved, by 1 per Rank. The spell's cast chance and duration are halved if cast on Faerie Folk, and cannot be cast over oneself. Its duration is dependent on the caster's Rank, as shown below:

Rank	Duration
0-4	7 Days
5-8	7 Weeks
9-12	7 Months
13-16	7 Years
17-20	Until Dispelled

#### [132.5] General Knowledge Rituals

##### 1. Create Faerie Ring (Q-1)

This ritual may be used to create a Faerie ring in any grassy area that is not poor in mana. A faerie ring appears as nothing more than a circle of lush grass and large mushrooms and toadstools that circumscribe an area roughly 10 feet in diameter, but it is actually much more. On the eves of all-seasonal

solstices and equinoxes, a faerie ring becomes charged with magical energy, so that any of the Faerie Folk who dance within it until dawn will be favourably affected by the experience for some time. Affected beings have all percentile dice rolls in which they are directly involved, modified in their favour by a number equal to one-half of the Rank of the faerie ring (round up, minimum of 1). The effects last for a number of days equal to the number of Faerie Folk who participated in the dance, or until the next seasonal solstice or equinox (whichever is the shorter duration). A faerie ring can be used in this way a number of times equal to his Rank. However, if the ring is entered by a creature not of the Faerie Folk, it is immediately rendered useless, and cannot be used again (Exception: See G5. Animals will instinctively avoid a faerie ring, but humans (and other such races) are another matter. The Faerie Folk prefer to place their faerie rings well away from civilized areas to avoid their being discovered, but even this is sometimes not enough. For this reason, a faerie ring is often guarded or protected by a Warding ritual, to help deter the curious. The Base Chance of successfully creating a faerie ring by the use of this ritual is 40%, (+3/Rank). It takes an hour to perform, and must be done by the light of the full moon. If it is successful, the faerie ring will be in existence at its completion. The Experience Multiple for this ritual is 300.

#### [132.6] Special Knowledge Spells

##### 1. Ventriloquism (S-1)

RANGE: 60 feet + 10/Rank  
 DURATION: 5 minutes + 3/Rank  
 EXPERIENCE MULTIPLE: 100  
 Base Chance: 60%  
 RESIST: None  
 EFFECTS: This spell allows the caster to project his voice and alter it so that it sounds like any other voice he has heard. The voice may be projected so that it appears to be emanating from anywhere within the radius of the spell.

##### 2. Control Animal (S-2)

RANGE: 10 feet + 5/Rank  
 DURATION: Concentration (no maximum)  
 EXPERIENCE MULTIPLE: 125  
 BASE CHANCE: 30%  
 RESIST: Active and passive  
 EFFECTS: This spell enables the caster to control the actions of any animal that does not successfully resist. It will serve him so long as he continues to concentrate. If he releases the animal or his concentration is broken, it may attack him or flee.

##### 3. Control Plant (S-3)

RANGE: 10 feet + 5/Rank  
 DURATION: Concentration (no maximum)

EXPERIENCE MULTIPLE: 250  
 BASE CHANCE: 15%  
 RESIST: None

EFFECTS: This spell imparts partial mobility to a number of plants (including trees) equal to the caster's Rank. The plants may not uproot themselves, but may move their branches and leaves while remaining in the same spot. The plant's actions remain under the control of the caster as long as he continues to concentrate. Once freed from the spell, the plants will subside back into their original positions.

#### 4. Limited Illusion (S-4)

RANGE: 15 feet + 15/Rank  
 DURATION: Concentration (maximum of 10 minutes + 10/Rank)  
 EXPERIENCE MULTIPLE: 375  
 BASE CHANCE: 30%  
 RESIST: Must be disbelieved instead of resisted

EFFECTS: This spell conjures forth an illusion that will be fully as mobile as the object or entity it represents and will seem to have all the characteristics of that object or entity. The illusion can be disbelieved (as outlined in the College of Illusions), and is assigned a difficulty factor for this purpose according to the caster's Rank with the spell. The image has visual, auditory, and olfactory elements, but has no tactile component and will immediately fade away if it is touched by another entity.

#### 5. Prophecy (S-5)

RANGE: 10 feet  
 DURATION: Immediate  
 EXPERIENCE MULTIPLE: 225  
 BASE CHANCE: 35%  
 RESISTANCE: None

EFFECTS: This spell allows the caster to see (un-clearly) into the future of any one creature within range (excluding himself) for a number of hours equal to 1 (+1/Rank). The information gained is always accurate, but need not necessarily be of any great importance.

#### 6. Summon Fantastical Creatures (S-6)

RANGE: Unlimited  
 DURATION: Immediate  
 EXPERIENCE MULTIPLE: 200  
 BASE CHANCE: 30%  
 RESIST: None

EFFECTS: This spell will summon forth 1 enchanted or fantastical creature of the caster's choice (+1 additional creatures for every 5 Ranks, rounded down). Only creatures that are native to the area may be summoned. It will take them 5 minutes to arrive in the vicinity (-10 seconds per Rank), and when they do so they will be in an uncontrolled state. The GM must rule on the behaviour of such creatures if the spell succeeds. Creatures such as unicorns or centaurs are likely to be well disposed to the spell

caster, but others (such as chimerae or werewolves) are likely to simply attack anything in the area.

#### 7. Magic Mushrooms (S-7)

RANGE: 5 feet + 1/Rank  
 DURATION: Immediate  
 EXPERIENCE MULTIPLE: 250  
 BASE CHANCE: 40%  
 RESIST: None

EFFECTS: When cast upon an area of fertile ground, this spell will cause [D+2] (+1/Rank) mushrooms to sprout there by the light of the next full moon. These mushrooms will always be highly magical, but their properties are highly unpredictable in nature and cannot be determined even by the caster of the spell. Mushrooms from the same "batch" will always have similar properties, which should be determined by the GM in keeping with the rather whimsical nature of the spell. The following sample effects may help to provide a guideline on what magic mushrooms are likely to do.

1. The mushrooms are a strange colour, but are otherwise perfectly ordinary.
2. The mushrooms cause severe drunkenness when eaten.
3. The mushrooms cause hallucinations when eaten.
4. The mushroom temporarily adds 1D5 to a random characteristic when eaten.
5. The mushrooms temporarily subtract 1D5 from a random characteristic when eaten.
6. The mushrooms will turn anyone eating them a random colour.
7. The mushrooms cause an overwhelming emotion when eaten (e.g. hate, lust, love).
8. The mushrooms cause enormous growth when eaten.
9. The mushrooms shrink anyone eating them to a minute size.
10. The mushrooms transform anyone eating them into another creature.
11. The mushrooms themselves change into some other creature when picked.
12. The mushrooms transform into another object when picked.
13. The mushrooms explode when touched.
14. The mushrooms teleport anyone touching them somewhere else.
15. The mushrooms begin to shriek like banshees when touched.
16. The mushrooms taste like chocolate.
17. The mushrooms are lighter than air and float away when picked.
18. The mushrooms glow in the dark.
19. The mushrooms will grow little legs and run away when approached.
20. The mushrooms are intelligent and capable of speech.  
 Effects produced by eating or

touching magic mushrooms may be passively resisted, and are generally temporary (about 1hour per Rank) in nature. They can be dispelled using either a Special Knowledge Counterspell to the College of Fey Magics, or the Remove Curse ritual (for which purpose they are treated as minor curses). As a general rule, magic mushrooms will last for 7 days before dying and withering away. Once picked, they remain potent for 24 hours at most.

#### 8. Confusion (S-8)

RANGE: 10 feet + 10/Rank  
 DURATION: 15 minutes + 15/Rank  
 EXPERIENCE MULTIPLE: 250  
 BASE CHANCE: 30%  
 RESIST: Active and passive

EFFECTS: The target of this spell becomes befuddled and confused, and will wander aimlessly in a random direction unless something occurs nearby to attract his attention. The affected being will react to such stimuli in a bizarre and unpredictable manner as shown on the following table. If the event in question is a personal attack upon the confused being, add 50 to the dice roll. The spell's cast chance and duration are halved if cast on Faerie Folk

Roll	Reaction
01-15	Amused; convulsed with mirth.
16-30	Bored; may wander away
31-55	Puzzled and disoriented.
56-70	Unhappy; may burst into tears.
71-85	Frightened; runs away if possible.
86-100	Enraged; attacks immediately.

#### 9. Amnesia (S-9)

RANGE: 25 feet + 10/Rank  
 DURATION: Until dispelled  
 EXPERIENCE MULTIPLE: 425  
 BASE CHANCE: 10%  
 RESIST: Active and passive

EFFECTS: This spell causes the target to forget everything he knows, including skills, Ranks, and magical abilities. The victim will not even know his own name, and will be rendered as naive and trusting as a child. The spell lasts until dispelled by the Special Knowledge Counterspell of the College of Fey Magics, but can also be removed using the Remove Curse ritual (treat as a minor curse). The spell's cast chance is halved if cast on Faerie Folk

#### 10. Irresistible Dance (S-10)

RANGE: 30 feet + 15/Rank  
 DURATION: Until music stops  
 EXPERIENCE MULTIPLE: 400  
 BASE CHANCE: 10%  
 RESIST: Active and passive

EFFECTS: This spell can only be cast in combination with music of any kind as long as it is created by a Troubadour who has made the required success rolls for the performance. The caster

himself can be the source of the melody, for the actual preparation and casting of the spell are in no way hindered by the necessity of having to play an instrument or sing. All creatures within range of the spell that fail to resist are overcome with an uncontrollable urge to leap up and dance to the music. While doing so, they will be infected with unrestrained mirth and glee, and will find it impossible to hold onto thoughts of anger or hatred unless they are physically attacked. The spell lasts until the music stops.

### 11. Faerie Curse (S-11)

RANGE: 20 feet + 15/Rank

DURATION: Until dispelled

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 15%

RESIST: Active and passive

EFFECTS: A Faerie Curse is similar in nature to a Major Curse spell, but does differ in some minor respects. Like a Major Curse, a Faerie Curse can only be removed by the Remove Curse ritual (for which purpose it is treated as a major curse), and it costs the caster one point of Endurance to cast successfully. However, a Faerie Curse has only half the success chance if cast on another Faerie Folk and it cannot be used to place a death-curse upon another being. It will generally assume one of three forms.

AFFLICTION: This type of curse is designed to torment its victim, and as such it may never be the direct cause of his death. An affliction may take almost any possible form but always has a "way out" that is determined by the GM in keeping with the nature of the curse. This should never be easy! The following list is a general guide to the type of afflictions that can be placed upon a being by the use of this spell:

1. Target is transformed into a frog, and may only be returned to normal by the kiss of royalty of the opposite gender.
2. Target is transformed into a hideous humanoid beast, and may only be returned to normal by winning the love of a member of the opposite sex.
3. Target falls into a never-ending sleep that can only be broken by the kiss of a Hero of the opposite sex.

ILL LUCK: This type of curse will unfavourably modify every percentile dice roll in which the target is directly involved by an amount equal to (Rank x 2)%.

DOOM: A doom is a pronouncement by the caster upon an event that will occur in the target's future (e.g. "You will die by the hand of a loved one"). The statement, which should be indefinite, will be true unless removed. The GM

should be careful as to precisely what he allows for dooms.

## [132.7] Special Knowledge Rituals

### 1. Create Faerie Portal (R-1)

This ritual may be used to open a magical doorway to Faerie (see section [130.]). A Faerie portal is invisible to all but its creator, but can be discerned using Witchesight. It is typically opened in the side of a solid object (such as a boulder or tree), but can be free-standing if the caster so desires. Any creature that passes through it (whether they can see it or not) will find themselves stepping through a similar portal in the Faerie dimension. The location in the other plane will be in any place the caster knows and cannot miss. Two-way travel is possible from the other side by simply passing through the arrival doorway (assuming it can be found). This ritual takes an hour to perform. It may only be cast by the light of the full moon in a place that is not low in mana. Once created a Faerie portal lasts indefinitely, but may only be used while the light of the full moon is shining upon it. When this is not the case, it closes and becomes "dormant", and can only be detected using a Divination ritual (R-1). The Base Chance for this ritual is 20% (+3/Rank), and it has an Experience Multiple of 500.

Comments to  
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