

MYTHMAGICA™



The Codex of Cultures

by Whitson John Kirk III

**Pagan and Mystical Magic Guide
of the Mythmagica RPG**



Mythmagica

The Codex of Cultures

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The Codex of Cultures

Introduction

This volume contains details about the cultures of the European and Mediterranean arenas comprising Mythmagica. It is the book you'll need when playing Pagan Priests and Mystics, those characters who provide the mortal realm with the often cryptic demands of the gods. We assume you already own a copy of [The Rules Reference](#), the core rulebook for Mythmagica and [The Character Compendium](#), the character design book. To get an overview of Mythmagica's entire magic system, it is also advisable to possess a copy of [The Oculus of Occultism](#), the volume that contains Mythmagica's Occult magic.

Everywhere and every when in the world you look, religion exists as a means to grapple with the big questions of life and death. The inescapable and absolute finality of death certainly terrifies mankind. All religions focus to some degree on what lies beyond death, and provide their own answers concerning the afterlife. But, death is not their only interest. Indeed, it can be strongly argued that it isn't even their primary one.

The Recurring Patterns of Myth

If you study the myths that have survived over the span of centuries, you may be surprised on where they spend the majority of their attention. In general, myths are less focused on how a person should meet life's end and more involved with how a person should get the most out of their life.

By the nature of their longevity, the stories told by myths have been passed down through untold generations. Each generation would convey their cultural stories to their descendants with slight variations to make them relevant to the needs of the time. Each generation thus acted as a filter to the concerns of their ancestors. As such, myths are not mere stories. Rather, they are reflections of the common human psyche that teach us about ourselves. They are chock full of warnings about life's problems as well as lessons about how to handle them. Those who have studied a broad spectrum of myths from different parts of the world have noticed a number of themes and patterns that recur again and again.¹ Here are a few of the more prominent ones:

The Inevitability of Chaos

In mythology, Chaos is the embodiment of the wilderness, the unknown, and the unexpected. All of the mythologies presented in this book adopt cosmologies in which Chaos is a primordial force that existed at the beginning of time.² It is a force against which both the gods and men fight in an on-going basis, and civilization is a tool with which to engage in that struggle.

Further, no matter how much effort is put into establishing order, Chaos inevitably arises in one form or another, often in surprising ways. So, the battle to maintain civilization never ends.

- In the Hebrew book of Genesis, Adam and Eve were the first man and woman, who lived in a walled garden of Eden, created to be a paradise by God Himself. In Eden, there was no hunger or suffering of any kind, and all of their needs were taken care of. And yet, even here, Chaos presented itself. A snake appeared who tempted Eve to disobey God and consume the only fruit He had forbidden them to eat. Both she and Adam ate the fruit, and both were cast out of paradise for their disobedience.
- In Nordic mythology, Chaos not only existed at the beginning of time, but will bring about the end of time as well. Even the gods will eventually succumb to its unending onslaught. The Jotunns, giants who personify various natural forces in Nordic myth, will eventually overthrow the gods at the ending of the world, in a cataclysmic battle known as Ragnarok.

Chaos is often represented as turbulent water in ancient legend. Stories of a Great Flood as punishment for the offenses of mankind are a recurring theme. In these stories, Chaos is overcome through foresight and preparation.

- In Greek myth, Zeus is mortified when the mortal Lycaon serves him the flesh of a young boy as a meal. The Olympian king decides to wipe out the world in a great flood as punishment. But, Prometheus warned his semi-divine son Deucalion of the impending threat, giving Deucalion time to build a boat³ in which to save himself and his wife.
- In Mesopotamian myth, mankind makes so much

1 Joseph Campbell identified the Hero Cycle in his seminal work [The Hero with a Thousand Faces](#). Jordan B. Peterson continued the process of identifying mythological patterns in his book [Maps of Meaning](#).

2 It is possible that *all* of the world's religions adopt Chaos as a primordial force. This is certainly the case for all those studied by the author, whose in-depth knowledge is admittedly limited to those of the European and Mediterranean arenas.

3 Some sources describe the boat as a chest, or ark.

noise that Enlil, king of the gods, cannot sleep. So, Enlil decides to wipe humanity off the face of the Earth with a great flood. However, Enki warns the hero Utnapishtim that this is going to happen, and commands him to build a great boat in which to house all of the world's animals. Utnapishtim uses the boat to save his family, his whole village, and all animal life.

- In the Hebrew book of Genesis, mankind's sinful nature offends God, who decides to cleanse the world with a Great Flood. Only the faithful Noah and his family are to be spared. So, God commands Noah to build a great boat to preserve all the animals of the world from the ravages of the oncoming deluge. Noah obeys God's commands, thus rescuing his family along with the world's animals.

The Ideal Man

Every culture provides examples of what are considered ideal men and women. Different cultures have their own perspective on the matter, and emphasize various qualities, such as physical, mental, or sexual prowess. But, there are commonalities shared across cultures.

First and foremost, ideal men are portrayed as competent, brave, and wise. They avoid foolish risks, but readily face peril when warranted. Many myths are coming-of-age stories, about how a young obviously non-ideal man sets out for adventure into the unknown, encounters bizarre and unexpected circumstances, grows and matures from the experience, and returns home far wiser and much closer to the cultural ideal.

- This pattern can be easily identified in the Mesopotamian legend of Gilgamesh, who starts out as a young tyrannical King and sets out on a journey to discover the secret of immortality. Through his arduous trek, he ends up learning that a person's mortality is what makes life precious. And, even if a person can't live forever, their deeds can live beyond their years in making life easier for their descendants.

The Ideal Woman

The traits of bravery, competence, and wisdom in the Ideal Man apply equally to the Ideal Woman. But, women in myth are portrayed as having additional power above and beyond that of the Ideal Man, in that only they can create new life.

Because myths have been edited and trimmed to their bare essentials through generations, and since only women can give birth, the Ideal Woman is often presented as the mother of the Ideal Man.

- In Egyptian mythology, the tyrannical god Set murdered and butchered the king of the gods, Osiris, and usurped his throne. Osiris's wife, Isis,

defied Set and collected the scattered pieces of her husband. She reassembled them, wrapped the resulting corpse in linens, and used her magic to bring Osiris back to life. She then became pregnant by her resurrected husband and gave birth to their son Horus. Horus took revenge on the tyrannical Set and took back his father's throne to become king of the gods, establishing himself as both the Ideal Man and the Ideal Leader. In this way, Isis conquered death by fashioning the world's first mummy, established her supremacy in matters of magic, and gave birth to the ideal man of Egypt.

- Christians follow the teachings of Jesus, who they hold to be the Son of God and the Ideal Man. But, historically, different Christian sects have had differing opinions on the identity of the Ideal Woman. The early Gnostic Christians promoted the concept of God being comprised of three aspects: The Father (God), The Son (Jesus), and The Mother (Sophia). These ideas conflicted with the precepts of early Catholic Christians, who rejected the notion of God having a duality of sexes.⁴ Instead, they espoused the concept of a Holy Trinity encompassing The Father, The Son, and The Holy Spirit. In contrast to Gnostic belief, Catholic doctrine views the purely human Mary to be the Ideal Woman, who is simultaneously a virgin and the mother of Jesus.

The Tyrannical Leader

There are two ways to lead: through tyranny and through competence. The tyrannical leader retains power through force, subjugating the needs of the community to their own. All leaders have enemies. But, if you lead through tyrannical means, by the use of power, bullying, and oppression, then your followers will be unable to find a common purpose in supporting you. And, those you subjugate will eagerly overthrow you when Chaos inevitably rises.

- In Celtic myth, the wise king of the Tuatha de Danann, Nuada, lost his hand in battle. By tradition, no king could rule with a physical flaw. So, Nuada had to relinquish his throne. In order to form a truce with their bitter rivals, the Fomorian giants, the Tuatha agreed to grant kingship to Bres, who's bloodline was half Tuatha and half Fomorian. Bres proved to be a tyrant though. His taxes were unbearable, and he demanded harsh menial labor from even the elderly and weak. The Tuatha quickly tired of him. So, when Nuada's hand was magically restored after seven years of Bres's rule, the Tuatha immediately voted to hand rule back to Nuada. Bres refused to relinquish his power, though. He raised a Fomorian army to engage the Tuatha in battle. All of the Tuatha joined together in unity to fight the Fomorians under Nuada's

4 The many philosophical clashes between the early Gnostics and Catholics resulted in the genocide of the early Gnostics.

leadership. The Tuatha won, although victory cost them dearly.

- In Greek mythology, Cronus, king of the Titans, was told a prophecy that his children would one day overthrow him. So, he tried to circumvent Fate. Every time his wife, Rhea, bore a child, Cronus swallowed them. This happened one after another for Demeter, Hades, Hera, Hestia, and Poseidon. This practice understandably infuriated Rhea. So, when she gave birth to Zeus, Rhea presented Cronus a rock wrapped in a blanket, claiming it was their newborn son. As expected, Cronus immediately swallowed it. Zeus was secreted away to be raised on Crete. There the newborn god grew up and matured into a competent warrior, eventually returning to the home of his parent. Disguising himself as one of Cronus's servants, Zeus served Cronus a poisoned drink. Being immortal, Cronus could not be killed. But, the tainted drink did cause him to vomit up all of the children he had swallowed. Having had time to mature while in Cronus's stomach, Poseidon and Hades immediately joined Zeus in overthrowing their tyrannical father. Even mighty Cronus could not battle so many deities simultaneously, and was defeated. As a reward for having freed them, the gods made Zeus their king. But, rather than keep all the power for himself, Zeus shared it. The three gods cast lots to see what domains they would rule. Hades won authority over the underworld; Poseidon over the sea, and Zeus over the sky.

The Competent Leader

Chaos can be kept at bay, but it cannot be entirely eliminated. A competent leader works for the good of all, shares power, and subjugates his own needs to those of the community, to encourage cooperation. This gains the leader allies, who will willingly help out the community when Chaos inevitably rises.

- In Greek mythology, Zeus overthrew the Titans with the help of the other gods. But, to win that war, Zeus had to free some terrifying monsters from Tartarus: the three Cyclopes and the three Hecatonchires. Gaia was mother of these monsters, and she was instrumental in getting their support in overthrowing Cronus. After the war was won, though, Zeus had no further use for them. Fearful of the damage they could wreak on the world, Zeus sent them back to Tartarus. But, instead of being prisoners, he set them up as guardians to ensure the overthrown Titans could not escape from there. Even so, Gaia was infuriated and thereafter sought to overthrow Zeus. She convinced the Gigantes, a race of giants related to the Titans, to attack Olympus. Before they attacked, she decreed that no deity would ever be capable of harming a Gigantes. The war raged for decades. But, because of this

prophecy, none of the Olympian gods could defeat even a single Gigantes. Even so, the gods cooperated with one another under Zeus's leadership, and managed to hold them at bay. In desperation, Zeus sought the assistance of a mortal: his son Heracles. Since Heracles was not a god, he could actually wound the Gigantes. So, with Heracles's help, and Zeus's wise leadership, the Olympian gods were finally victorious and cast down the Gigantes from Olympus. Zeus granted Heracles immortality in gratitude.

The Trickster

Tricksters are the comic relief of ancient mythology, who use their wits to solve problems and either end or circumvent conflicts. They can be either heroes or villains, and individual Tricksters sometimes play both roles at different times. Tricksters use humor to shine spotlights on painful truths, that might otherwise fester in the dark until they are fatal to society. As such, they play an important role in mythology and folklore.

A leader who tolerates a Trickster constantly pointing out their flaws and weaknesses paradoxically demonstrates their own strength of character. This is because we instinctively know that a person needs to be able to laugh at themselves. People who laugh at themselves instantly gain respect from their peers. Those that can't quickly lose it.

As such, strong leaders understand that it is beneath them to kill a Trickster. Such individuals are beneath contempt, which simultaneously puts them above it as well.

- In Slavic folklore, Koschei the Deathless was a powerful dark Archmage. He could be described as an undead lich, as he could not be killed by brute force. This was because Koschei had magically extracted his own soul and placed it in a needle. To slay him, someone would first have to break the needle. So, Koschei hid the needle within an egg and put that egg into a bird that would fly away at the slightest provocation. He placed the bird inside a jittery rabbit who could run like the wind. He then locked the rabbit in an iron chest, and hid the chest under the roots of a tree on an isolated island in the middle of a vast sea. So, any would-be murderer would have to be clever enough to solve the difficult puzzle he had concocted. They needed to discover the island, find the tree under which the chest was buried, dig it up, unlocked it, catch and gut the fleeing rabbit, and catch the bird that flitted out of its body.
- In Nordic mythology, the god Loki traveled to the forge of Eitri and Brokk, two dwarf smiths of great renown. He showed the two dwarfs treasures that he had obtained from the Sons of Ivaldi, their competitors. Loki wanted more treasures, but had no money. Knowing the dwarfs despised him, Loki bet his own head that two dwarfs could not produce

anything finer. The brothers were impressed with what they saw, but thought they could do better. So, they agreed to the bet and got to work. Fearing that they might actually accomplish the task, Loki transformed himself into a fly and repeatedly stung both of them while they hammered away, raising painful welts on their skins. Nevertheless, Brokk and Eitri fashioned three treasures: Gullinbursti, a living boar whose golden bristles gleamed with light; Draupnir, a golden armband that dropped eight golden copies of itself every ninth night; and Mjollnir, a magical hammer so powerful that no weapon could surpass it. Loki, Brokk, and Eitri traveled to Asgard with the treasures to let the gods decide which were superior. The gods debated at length, considering all their qualities and properties, and finally decided that Mjollnir was the greatest treasure of all, there being no weapon of its potency in all the nine realms. As such, Brokk and Eitri won their bet, and demanded Loki's head as payment. Loki agreed that he owed them his head. But, he did not owe them his neck. So, they could only take his head if they could do so without damaging his neck. Having no means to do so, Brokk contented himself with sewing Loki's mouth shut, as all the gods stood around and roared with laughter.

forbidden fruit despite God's warning. Having done so, she thereafter tempted Adam to do likewise. In this way, the couple learned that they were naked and vulnerable. They understood that the world is a dangerous place, and the myriad ways that they could be harmed. In coming to this realization, they also learned how they could bring others to harm, and thereby came to know evil. The forbidden fruit gave them sufficient insight into the future that they knew they were mortal, and would eventually die. But, they also learned that they could lessen their suffering and reduce their chances of death for a time through preparation and hard work. This sudden change in viewpoint instantly transformed their perception of the world in which they lived, and shattered their carefree lifestyle. Thus, they were expelled from Paradise and into a life of struggle and hardship.

We all have the Gift of Prophecy, and it has a Cost

All men have a limited insight into the future, in that they can weigh the likely outcomes of their actions, and plan accordingly. This obviously provides tremendous benefit to a person, as it can lead to a better life. But, this capability has its own burdens as well, because it imposes the burden of worrying about potential disasters, and the necessity of hard work to avoid them.

- In Nordic mythology, Odin sacrificed one of his eyes, and even his life, to obtain the gift of prophecy. After gaining the ability to peer into the future, though, he learned that it came with an additional cost. He could see that the gods are ultimately doomed to be defeated and killed at Ragnarok, which will bring about the world's ending. His people's only hope is for Odin to use his prophetic gifts wisely to stave off this gloomy end as long as possible.
- In Hebrew tradition, God brought Adam and Eve into the world in paradise: the Garden of Eden. But, he warned Adam and Eve that eating from the Tree of Knowledge of Good and Evil was forbidden. Despite their idyllic surroundings, Chaos rose in the form of a serpent, and Eve was tempted to eat the

Paganism

How Pagan Magic Works

Paganism is the type of magic practiced by pagan priests. It is characterized by spells that have Pagan Disciplines as prerequisites. The Pagan Disciplines are: Observance, Judgment, and Fortune.

So what is going on? How does the religious magic system really work? Does a god personally intervene on a priest's behalf every time they cast a spell? A little thought quickly produces the obvious answer to the last question. If a deity had to kowtow to every minor request of every snotty-nosed acolyte, there would never be anyone left in Asgard or Olympus to hold down the fort. Besides, what's the point of having all that power if you can't ignore your followers with impunity. Who's the boss here anyway?

That's where divine servants enter the picture (or Devas, Daemons, Valkyries, or whatever). It is the divine servants of a deity that perform almost all the magical interventions in the mortal realm on the deity's behalf. Usually, the deity has no idea when one of their priests performs a minor miracle or two. The more powerful gods even have two or three levels of spiritual "management" to handle their mortal affairs and so are even further removed from their followers' requests.

So, when a pagan priest casts a spell, they are beseeching their god to grant them some miracle. The god very rarely intervenes directly. Instead, each priest is assigned one or more agents (angels, daevas, valkyries, etc.) to attend to their needs. Although these agents are continually with the priest, they are rarely observed by those in the physical realm. The only way to encounter them is to enter the Astral plane, or at least see into it using Astral Vision or some other means. If this Astral being is somehow killed or driven off, the caster's gods will quickly dispatch another, and seek retribution on those giving so great an insult to their sovereignty.

Obviously, all of this overhead has its price. All those Valkyrie swords must be sharpened, all those wings must be groomed, and all those breast plates must be polished to a fine sheen. So why put up with all the hassle? Why not just let all those puny mortals go about their puny business and dispense with all the layers of management? The answer to that question is simple: Neart.

As mentioned above, those puny mortals are the deity's primary source of power.⁵ From the god's perspective,

granting their followers' requests is purely a business arrangement. As long as a mortal delivers more Neart to the god than it costs them in overhead and "cost of goods," they are going to continue dealing with that mortal. Of course, every business has its image to uphold. If a priest steps too far out of line with the god's dictates, they may have their "wages" garnished or entirely withheld.

Basically, a pagan priest must perform in one of two ways. Either they must attract enough followers to the pantheon to support their Neart habit, or they must act as the deity's agent in worldly affairs in such a way as to allow other pagan priests in the cult to attract new followers and retain old ones. Either way, every priest must hold their own weight or suffer the consequences.

So how does an Overlord know whether a pagan priest is performing their duties satisfactorily? For the most part, the Overlord doesn't have any clear guidelines. Most players take the "agent in worldly affairs" tack and set out adventuring to perform heroic acts of good (or evil) that act as advertising. As long as the deeds are sufficiently heroic, fall within the deity's behavior boundaries, and occasionally fulfill some holy (or unholy) mission, the Overlord can assume the priest is doing fine.

Pagan spells generally have a set duration and need no further intervention from the priest once set in motion. If a spell does require input from the pagan after the initial casting, the spell will explicitly state this fact.

Gaining New Pagan Disciplines

There are only three Pagan Disciplines. These are Observance, Judgment, and Fortune. Pagans can only gain a new Pagan Discipline by gaining a class that grants it. Once gained, ranks are earned in each discipline individually by expending XP.

Gaining New Pagan Spells

Pagan priests gain new spells automatically as they gain ranks in their Pagan Disciplines. They may cast any spell for which they satisfy all the prerequisites.

All Pagan spell require the caster to attain ranks in the Disciplines of Fortune, Judgment, or Observance. Some also require the priest to follow a particular religion. Finally, each spell also requires the caster have one of the following Gifts:

- Casting Pagan Battle Spells
- Casting Pagan Divination Spells
- Casting Pagan Harmony Spells
- Casting Pagan Healing Spells
- Casting Pagan Nature Spells
- Casting Pagan Pandemonium Spells
- Casting Pagan Ritual Spells
- Casting Pagan Symbol Spells
- Casting Pagan Wrath Spells

⁵ One crystal clear affirmation of this concept comes from the myth of the Persian deity Tishtrya when he battled the demon Apaosha. In this fight, Tishtrya was losing, because the prayers and sacrifices of his followers had been lackluster. So, Tishtrya prayed to the greater deity Ahura Mazda, who answered his prayers by providing a sacrifice of his own. This energized Tishtrya, who was then able to defeat Apaosha.

So, if a priest satisfies all of these requirements for a given spell, they gain the ability to cast it.

Gaining Ranks in Pagan Spells

The spell ranks of Pagan Priests are determined indirectly through their Pagan Disciplines. A Pagan Animist's rank in Fortune determines the rank at which they cast the Nature spell Clinging Vines. A Pagan Demagogue's rank in Judgment determines the rank at which they cast the spell Battle Rage, etc.

Note that gaining a rank in any Pagan Discipline only requires the character to expend the appropriate XP to the discipline. It does not require any further training from a more experienced tutor.

The Cost of Pagan Spell-Casting

Whenever a Pagan casts a given spell, the energy required to cast it comes from the caster's pool of Fate Points in the form of Voluntary Setback⁶. So, if a Pagan casts a spell with a Setback Cost of 4, they must subtract 4 points from their current Fate Points. Pagans cannot cast themselves down to 0 Fate Points, though. Any such attempt will fail.

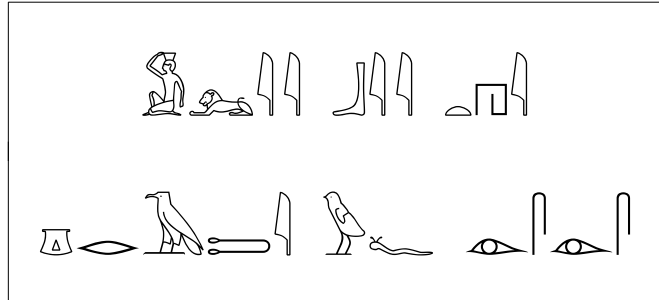
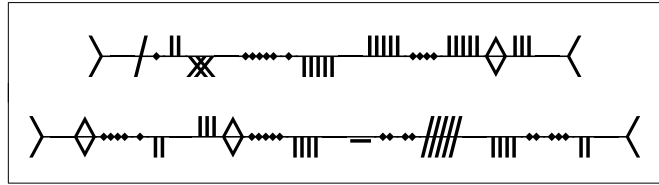
Casting Pagan Spells in Combat

Pagan priests generally suffer from a Drawback against all attacks targeting them while casting spells. This is not the case for all Pagan spells, though. If a spell may be cast without penalty while participating in combat, its spell description states that fact.

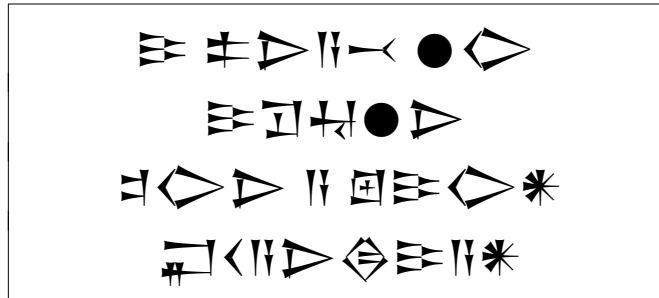
However, a Pagan spell's effects will suffer from a Drawback for each blow striking the pagan since their last Turn, or since entering combat if they haven't had a Turn yet. So, if a Cleric is struck twice in the Round prior to casting a Thunderbolt spell, their spell's Conflict Rolls suffer from two Drawbacks (essentially giving each affected creature two Edges).

Pagan Magic Items

As a standard practice, many magic items made by Pagans have their command words or phrases engraved, etched, painted, or otherwise placed onto their surface using a writing style common to the religion, although this is not required. These are usually brief prayers hinting at the item's power(s). Anyone capable of reading the language is able to decipher these messages. (To add verisimilitude to the game world, a cipher of the writing style of each culture is provided in their corresponding cultural section⁷.)



Γιωε με τηε στρενγτη οφ Ηεραχλεο



ΓΣΓ.ϚΝΗ↑Π.ΒΣ.ΗΣΡΨΣΜ
ΒΠ.ΠΣ.ΗΓΜΜΣΡ.ϚΨ.ΠϚΡ

ХюерноБог грант ме яоур Дарк Аура

The consecration of many pagan magical relics requires incorporating a vestige of a powerful long-dead pagan priest. These can be a splinter taken from the staff of a deceased patriarch, a swatch of cloth taken from a martyred elder's robe, or even a hair clipping from a long-dead beloved priest. As such, pagan temples have a common practice of gifting their priests with ever-more impressive (non-magical) vestments, weapons, and other attire as symbols of their stature. The temple expects the priest to return their former lower-ranking insignia when this happens. These are kept in secure vaults for use by future generations in the consecration of their own relics. As such, temples usually have a ready supply of religious vestiges for such purposes.

6 With an exception for "The First One's Free" rule, as described in The Rules Reference.
7 If you have a .pdf copy of the book, you should be able to copy/paste the symbols from the tables to easily create messages.

Pagan Cultures

Ever since the first legend arose about the adventures of gods and heroes, religion directed the moral values of society. Legends relate how gods granted powers to their devoted followers. In this way, the pagans influenced others to accept laws passed down from their gods. Mythmagica™ easily lends itself to the development and use of these archaic religions. Remember to play and develop religious characters in a spirit of fun and adventure.

With this in mind, the gods provide diversity between the spells and abilities of priests from different religious backgrounds. Diversity of powers comes from several separate spell categories. The classifications are:

Battle	Divination	Harmony
Healing	Nature	Pandemonium
Ritual	Symbol	Wrath

For more information on the powers given a character as they increase in levels, see [The Foundation of Magic](#) section in [The Rules Reference](#).

A Note on the Gods

Although none of the deities presented in this game are all-powerful beings, the strength of even the weakest of them far overshadows the capabilities of the mightiest character. The exact amount of force a god wields is purely academic and truly of no concern to the players of this game. No character has any hope of ever killing a god, *period*. In fact, it takes extremely formidable individuals just to amuse them!

The gods of myth depend upon the worship of their followers for their power in much the same way that a pagan priest depends upon their deity for their powers. When a group of humans, elves, or other humanoids gather to pay homage to a god, their prayers and sacrifices send the worshiped god Neart. This Neart is magical energy generated from the emotions of the devoted followers and the life forces of sacrifices presented on the altar.

Of course, no god would admit they derive their strength from a bunch of fanatical wimpy mortals. To show such weakness would certainly bring about their downfall. Man's very nature allows them to follow only beings too powerful to control. They dominate or destroy everything else.

This does not mean that a god will simply step out of the clouds whenever worldly events go slightly against them. All the gods understand that such behavior is suicidal. Any deity appearing in the realm of mortals would immediately attract hoards of followers. These new converts must come from the religious bases of other deities. Therefore, the mere presence of one god on earth forces others to battle them just to keep an even footing. Such a situation is extremely dangerous. Just two warring gods calling lightning from the heavens and earthquakes from the underworld could wipe out the very

civilization sustaining them. Consequently, the gods keep each other in line with several understood rules of conduct:

- 1) When a god must "walk the lands of mortals", they must assume a highly inconspicuous guise.
- 2) A god can present themselves in full glory only to their own favored followers. When they do so, it must be a case of extreme emergency to the deity's following, the pantheon's survival, or the world's welfare.
- 3) A god can influence the actions of mortals, their governments, or the direction of history only through their pantheon's own priesthood. Thus, while a god can direct a high priest to blow a Trumpet of Doom to favor one side of a battle, the god cannot blow it themselves.
- 4) A god has freedom to choose any punishment they desire for insolent or inappropriate behavior from their own offspring. This punishment may even come directly from the god's own hand.

Of course, the gods do not always strictly follow their own laws. In fact, the most powerful gods occasionally disregard them entirely. Zeus, the leader and mightiest god of the Greek pantheon, frequently blasts insolent mortals with bolts of lightning. The other gods of the pantheon turn their backs on this behavior as long as Zeus contents himself with men of no real power or rank. They would not tolerate the incineration of another deity's offspring. Such action would bring the harshest wrath from the entire pantheon. Even Zeus could not stand against such force (although his priests would likely argue otherwise).

Pagan Worship

Followers of pagan religions don't ordinarily follow a single deity. In fact, a central tenet of paganism is that there are multiple gods. Each god is in charge of various aspects of life and/or death. So, the appropriate deity is called on for each of life's needs when the time arises. That doesn't mean that every pagan follower worships all of the gods within a particular pagan belief system. Rather, they generally follow a pantheon of gods. The choice of which Pantheon is followed is basically determined by the individual's goals and priorities.

Much of paganism represents the struggle of Chaos, or the forces of nature, against Law, or the forces of civilization, which can be divided into both Tyrannical and Benevolent Law. All three of these factions battle each other in myth. So, a Pagan Priest of the ancient Greeks would therefore need to choose to worship the gods of Olympus (Benevolent Law), the Titans (Tyrannical Law), or the Primordial Gods (Chaos). Similarly, a Nordic priest must choose between the gods of Asgard (Benevolent Law), or the Jotunns (Chaos).

Even though Pagan Priests follow entire Pantheons of gods, each tends to have an affinity for one more than the others. It may be that the favored deity has traits that align most closely with the priest's personality. Or, it might be that the priest believes that they can gain power more quickly by

tending to the whims of a particular god. Or, it may be that the priest simply grew up in a city having a particular god as its patron, and is therefore most comfortable favoring that deity over the others. Having a favored god doesn't mean that a pagan priest won't call on the others on occasion, though. They will most certainly do so when appropriate.

Picking a Pantheon

In devising Mythmagica's magic system, we wanted to make the Pagan Priests as distinctive from Occultists and Mystics as possible. Toward this end, Pagan magic places a great deal of emphasis on the fact that a Pagan Priest is the follower of a particular Pagan Pantheon in a specific Mythology. Consequently, a wide variety of deities coming from a diverse spectrum of mythologies are described herein. Since Mythmagica focuses on the European and Mediterranean theater, only those mythologies found in that area are detailed.

If you want to play a Pagan Priest, you will first need to select a Mythology and Pantheon. To help flesh out your character's background, it is also a good idea to pick a single temple in which your character was trained. For example, selecting the temple of Athena as your character's temple of origin places them in the Olympian Pantheon of the Greco-Roman Mythology. You should speak to your Overlord (Game Master) as to which Mythologies are available in their campaign. It will do no good to pick Athena if ancient Greece does not fit into the campaign concept, so try not to whine if your mean, nasty Overlord won't allow you to select your favorite one. Once you both have agreed on a deity, be sure to carefully read through the god's description and have at least a passing familiarity with the other deities in their Pantheon.

Family Trees

The family trees of some of the pagan gods accompany their descriptions. Each such tree focuses on a particular Faction (or Pantheon). The names of the gods that are within the Faction are bold-faced.

If a name appears within a family tree, but is not bold-faced, the god is related to someone within the Pantheon of allied deities, but are not allies themselves. If a name appears in italics, no description of the god is provided. This is either because the god was too insignificant to warrant a description, or too little information about them has survived to provide anything meaningful.

Sometimes the same name appears multiple times within a single family tree diagram in order to keep it from becoming too visually cluttered. In these cases, the name is underlined to indicate that more information can be found elsewhere in the tree.

The Celtic Culture

The Celts valued honesty and courage over all other virtues. They were fierce warriors that held their own for centuries against the Roman empire. Their culture was heavily centered around kinship and the tuath, or tribe.

"Always be truthful."

"Murder must be avenged."

"Uphold honor at all costs."

"Favor death over breaking an oath."

"The Celts should rule the Teutonic Lands."

"A foreigner without a host has no legal standing."

"Your tuath, or tribe, must repay any debt you do not."

"You may justifiably kill or enslave a man lacking honor."

"The virtue enabling us to perform all others is courage."

"High-risk contracts warrant an exchange of familial hostages."

Celtic Titles

Social Status	Title
Royalty	Ard Rí (High King) Rí Cuicidh (King of Province) Rí Tuath (King of Tribe)
Nobleman	Flaith / Nemedh

Arch-Enemies: Christian Culture, Norse Culture, Roman Culture, Slavic Culture

Celtic Setting

Celtic Avatar Races & Lineages

Dwarf (Duergar, Erdluite, Mixed, and Rugen), Elf (Daoine Sidhe, Gwragedd Annwn, Mixed, and Sluagh Sidhe), Gnome (Barbegazi, Blue Cap, Coblynau, and Mixed), Goblin (Bogle, Kobold, Mixed, Redcap, and Tylwyth Teg), Hob (Brownie, Hobthrust, Killmoulis, and Mixed), Human, Mixed Race (Elf/Human Mix, Goblin/Human Mix, Nymph/Human Mix, Troll/Human Mix), Pan (Mixed and Urisk), Sprite (Ellyl, Flibbertigibbet, Mixed, Pillywiggin, Pixie, and Spunkie), Troll (Mixed)

Iconic Celtic Armor Pieces

Chain-Mail, Full Plate, Plate Mail, Scale Armor, Shields

Iconic Celtic Weapons

Axes, Club (esp. shillelagh), Dirk, Long Swords, Oversize Hammers, Short Swords, Spears

Crossbows, Long Bow, Short Bow, Slings

Iconic Early Celtic Classes (Roman Era)

Druid, Hunter, Huscarl, Master Huscarl, Shaman, Witch, Witch Neophyte

Iconic Late Celtic Classes (Middle Ages)

Black Knight, Black Mage, Druid, Hunter, Huscarl, Master Huscarl, Squire, Green Knight, Knight, Knight-Errant, Red Knight, Shaman, Sherwood Outlaw, White Mage, Witch, Witch Neophyte, Wizard, Wizard's Apprentice

Other Initiate Classes

Acolyte, Animist, Apothecary, Bandit, Barbarian, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Demagogue, Duelist, Enforcer, Foot Soldier, Freebooter, Grave Robber, Hood, Hoplite, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Mountaineer, Oracle, Peasant, Prospector, Sailor, Scholar, Scoundrel, Second Story Man, Sectarian, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Trapper, Woodsmán

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Alpine Explorer, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Cleric, Con Artist, Crafter, Creationist, Cult Leader, Dark Spiritualist, Demonologist, Docent, Elder, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Fencer, Forester, Forger, Geomancer, Glass Smith, Halberdier, Healer, Hierarch, High Priest / Priestess, Highway Robber, Horseman, Hydromancer, Iconoclast, Illusionist, Knave, Knife Thrower, Lapidary, Maestro, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Horseman, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Mystagogue, Naval Officer, Necromancer, Patriarch / Matriarch, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Ranger, Reaper, Sharpie, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Tomb Robber, Totemic Adept, Totemic Master, Trap Specialist, Warlock, Warlord, Warrior, Wise Man / Woman, Zealot

Celtic Cultural Perks

Members of this culture automatically gain the following abilities.

Gifts

Speaking Brittonic , Speaking Gaelic, or Speaking Gaulish (choose one)

Academic Skills

Reviewed (+1) in: Faery Lore

Martial Weapons

Reviewed (+1) in: A single Iconic Celtic Weapon of the character's choice.

The Celtic Factions

The Seelie Court

Arch-Enemies: The Unseelie Court

Description: The Seelie Court represents a host of aristocratic faery races that are generally benevolent toward mankind and are enemies of the Unseelie Court. Although not strictly so, their ranks are mostly populated with faeries associated with the seasons of Spring and Summer. They are usually kindly disposed and will return civility in like manner. However, they are also easily offended and are sure to impose their wrath on anyone doing so. As a Celtic faction, they share all of the traditional Celtic beliefs as well as those listed below.

"Avenge any insult."

"Never take a prank too far."

"Return kindness with kindness."

"Gain strength from regeneration and growth, never through decay and death."

The Unseelie Court

Arch-Enemies: The Seelie Court

Description: The Unseelie Court are a host of tyrannical faery races that are enemies of the Seelie Court. The Unseelie Court is mostly comprised of faeries associated with the seasons of Autumn and Winter. They are ill disposed and need no offense to attack those they encounter. As a Celtic faction, they share all of the traditional Celtic beliefs as well as those listed below.

"Avenge any insult."

"Men stole their lands from us."

"Men insult us with their presence."

"There's no such thing as taking a prank too far."

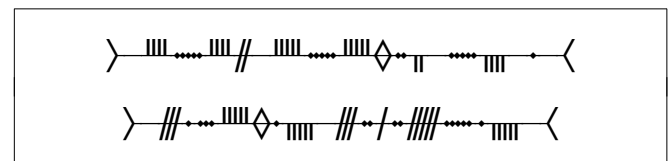
"The strong advance via the decay and death of the weak."

Ogham Script

The Celts had a writing system based on the Ogham alphabet, as shown on the [Ogham Script Cipher Table](#)⁸. This alphabet was designed specifically to be easily represented by a series of notches cut into a stick along a center line.

Ogham Script Cipher Table

A	B	C	D	E	F	G	H	I
+	T	III	II	---	##	#	◇	----
J	K	L	M	N	O	P	Q	R
⊥	III	π	f	ππ	+	—	■	###
S	T	U	V	W	X	Y	Z	0
ππ	III	---	⊥	π	λ	⊗	###	
1	2	3	4	5	6	7	8	9
T	π	ππ	πππ	ππππ	⊥	II	III	IIII
10	11	12	13	14	15			
III	f	#	##	###	####			
begin phrase		space			end phrase			
}		—			{			



⁸ So the Ogham alphabet can be easily used as a cipher for English text in the game, some liberties were taken with a few of the runes that combine sounds (such as the rune for "Ng" being used for "F"). These symbols on the table are standard Unicode.

Celtic Mythology

Of all the mythologies presented in this game, that of the Celts is the most melancholy. The Celtic gods not immortal. Rather, they are ageless. They suffer relentlessly for their actions, often at great cost to their loved ones, and yet they endure. They are frequently killed, but magic capable of resurrecting the dead is also common in Celtic legend. So, slain gods can be brought back from the grave. Even while dead, they sometimes still play roles as characters who are merely confined to the Celtic Otherworld. Ultimately, though, the inexorable advance of mortals drove them all into the twilight world of Annwn, which gave rise to the tales of the Celtic fey.

Celtic Cosmology

The following are regions within the realm of Celtic myth.

Annwn

Annwn is the Celtic Otherworld, the land of Faery, ruled by Arawn, god of death. It is where the souls of the dead dwell.

Within Annwn, time flows radically differently than in the Mortal Realm. A day spent in Annwn may result in the passage of years in the land of men.

Crann Bethadh (The World Tree)

The Celtic World Tree is named Crann Bethadh. It is the Axis Mundi, or the center of the world. Its roots reach down into Annwn; its branches reach up into the heavens; and the realm of man lies at the base of its trunk.

Trees are sacred to the Celts. They have intelligence of their own, and are the ancestors of mankind. Each type of tree has its own distinctive magical characteristics. Each of the letters of the Oghamic alphabet represents a different tree, and this imbues writing with magical powers.

Falias

Falias is a magical city or island within Annwn. It was where the Lia Fail, or Stone of Destiny, originated. It is also where Morfessa lives, a powerful mage who taught many of the Tuatha de Danann their magical arts.

Findias

Findias is a magical city or island within Annwn. It was where Nuada's sword was forged. It is also where Uscias lives, a powerful mage who taught many of the Tuatha de Danann their magical arts.

Gorias

Gorias is a magical city or island within Annwn. It was where Lugh's spear was crafted. It is also where the great mage Esias dwells, who taught many of the Tuatha de Danann their magical arts.

Mag Mell

Mag Mell, or the "Plain of Joy", is an otherworldly paradise in Annwn. It is described as being either an island in the West, or an underworld realm.

Murias

Murias is a magical city or island within Annwn. It was where Dagda's cauldron was crafted. It is also where the great mage Semias lives, who taught many of the Tuatha de Danann their magical arts.

Tir fo Thuinn

Tir fo Thuinn, or the "Land Under the Waves", is an otherworldly realm in Annwn that lies under the sea.

Tir na mBan

Tir na mBan, or the "Land of Women", is a realm in Annwn populated entirely by women. Although the women apparently welcome male visitors with great enthusiasm. Bran lingered there for a year, after which he discovered centuries had passed in the Mortal Realm⁹.

Tir na mBeo

Tir na mBeo, or the "Land of the Living", is a realm in Annwn where people do not age, nor get sick. There they live in a state of perpetual feasting and bliss.

Tir na nOg

Tir na nOg, or the "Land of Youth", is a paradisaical realm in Annwn, sometimes described as a floating island. People living there remain perpetually young.

Tir Tairngiri

Tir Tairngiri, or the "Land of Promise", is an otherworldly island in Annwn ruled by Manannan mac Lir. It is also known as Emain Ablach, meaning "Land of the Apples"¹⁰, or "Land of the Fruit".

⁹ It was undoubtedly worth it, though.

¹⁰ This is the likely origin of Avalon in Arthurian legend.

Major Celtic Events

The Tuatha Victory over the Firbolg

The Tuatha de Danann left the Otherworld islands of Falias, Findias, Gorias, and Murias and decided to colonize Ireland. There they encountered the Firbolg, who were already occupying the island. The Tuatha first tried to negotiate with the natives for half the island, but the Firbolg refused. So, the Tuatha de Danann invaded instead. The Tuatha de Danann undertook a sequence of five invasions, in which they finally defeated the native Firbolgs¹¹.

The First Battle of Moytura

Moytura, or Mag Tuired, translates as “Irish Lament”. There were two great battles fought by the Tuatha de Danann with this name. In the First Battle of Moytura, the Tuatha fought the Firbolgs whose lands they had invaded. During this four-day battle, the Firbolg named Sreng cut off the hand of Nuada, king of the Tuatha. This disfigurement left Nuada unworthy to continue his rule as king, but the battle raged on and tilted in the favor of the Tuatha. In desperation, Sreng challenged Nuada to single combat to determine the outcome. Nuada agreed, but only if Sreng used only one arm in the duel, with the other being tied up. Sreng refused this condition. Wanting to end the conflict, the Tuatha then offered the Firbolgs one-quarter of the island. Realizing the battle was going against them, the Firbolgs reluctantly accede.

The Fomorian / Tuatha Alliance

The Tuatha had attained victory over the Firbolg. But, the Fomorians were also native to Ireland, and they were not amenable to ceding their rule. Realizing the power of the Fomorians rivaled their own, and a war with them would be costly, the Tuatha proposed an alliance instead. Nuada was unworthy to rule, since he lost his hand. But, they found a solution in Bres, who was the son of the Tuathan Fiacha and the Fomorian Elatha. They suggested that Bres marry the Tuatha Brigid, and kingship of the Tuatha de Danann be granted to him. The alliance was forged. Bres married Brigid and became king. The pact was further strengthened by the marriages of the Ethniu to Cian, Delbaeth to Ernmas, and Danand to Tuireann.

The Tuatha Victory over Annwn

The Battle of the Trees, or Cad Coddeu, took place while the Tuatha de Danann reigned in Ireland. It was a battle instigated by the Tuatha god Amaethon, who stole a dog, a lapwing bird, and a roe deer from Arawn, lord of the Celtic Otherworld, Annwn. In this battle, Amaethon sought the aid of his brother Gwydion, who animated trees¹² to form an army.

In the battle, the two sides agreed to a contest of wits¹³, where the side that was the first to guess the name of the other side’s companion would win. Gwydion’s companion was Lady Achren, meaning “Trees”, while Arawn’s companion was Bran. Bran was carrying a shield having a heraldic symbol incorporating an alder branch. As Gwydion knew this was a symbol of Bran’s family, Gwydion was the first to guess correctly. And, so, the Tuatha de Danann prevailed.

The Tuatha Victory over the Fomorians

After Nuada’s hand was fully restored by the healing powers of Dian Cecht’s children Airmed and Miach, the Tuatha were eager to have Nuada back as their king, as they had chafed under Bres’s tyrannical rule. Unsurprisingly, Bres didn’t just step down from his throne, though. The tyrant sought assistance from his Fomorian father, Elatha. But, Elatha refused. Instead, Balor of the Evil Eye offered his help, along with his huge army, and The Second Battle of Moytura ensued.

The Second Battle of Moytura

In the Second Battle of Moytura, Balor led the Fomorian¹⁴ forces. He had one enormous festering globe of an eye, whose eyelid required four men to lift. When it was unveiled, though, it emitted devastating poisonous rays on whomever it looked upon. The Tuatha forces were decimated by the deadly orb. Nuada himself was slain by it. But, Lugh stepped forward with his rainbow sling, and propelled a sling-bullet so forcefully, that it plunged all the way through Balor’s eye, and out the back of his head. The giant instantly fell to the ground, dead, and the Fomorians retreated. Having secured their victory, Lugh became the Tuatha’s new king.

11 The Firbolg race is described in [Celtic Creatures and Nordic Nightmares](#).

12 Even after having studied [The Lord of the Rings](#) for decades, it required actually seeing the ents’ assault on Isengard on the big screen for the author to suddenly realize that J.R.R. Tolkien likely took inspiration from this legend.

13 It has been surmised that each type of tree in the battle represents a different symbol in the Oghamic alphabet, and the original poem concealed druidic secrets the author was trying to hide from Christian censors.

14 The Fomorian race is described in [Celtic Creatures and Nordic Nightmares](#).

The Tuatha Defeat by the Milesians

The Tuatha de Danann ruled Ireland for a hundred years, before they were invaded by humans from Iberia¹⁵, known as the Milesians¹⁶. The Milesians sought compensation for the killing of one of their most powerful wizards, named Ith. In recompense, they demanded sovereignty over all of Ireland. Needless to say, the Tuatha rejected this demand, but made an offer: if the Milesian fleet could remain anchored off the coast of Ireland for three days, they could claim the island. The Milesians agreed to the terms, and set anchor off shore. The Tuatha summoned a terrible storm, which sank most of the Milesian fleet. But, after three days, some of the Milesian fleet remained, including the ships of the leaders, Eber and Emiron. Although their forces were greatly reduced, they were still formidable enough to attain victory over the Tuatha de Danann¹⁷. The two sides negotiated an agreement: the Milesians would take control of the surface, while the Tuatha would retain control of the underworld, including the bottoms of lakes, in the bogs, and the under the sea. The Tuatha that fled underground to live in mounds became the Daoine Sidhe and the Sluagh Sidhe.¹⁸ Those few that remained on the surface scattered and used their magic to remain hidden.

Celtic Heroes and Villains

Ceridwen

Ceridwen is a powerful white witch of Celtic legend, who owns a magical cauldron of poetic inspiration, named Awen.

Related Myth: Because her son, Morfran, was exceedingly ugly, Ceridwen sought a way to make his life easier. So, she set out to brew a potent potion in her cauldron. The first three drops of the potion would bestow upon its imbibers the gifts of wisdom and prophesy. The remainder would be a toxic poison. But, the potion was arduous to brew. It had to simmer and be stirred for a year and a day.

Not having the time to do this task entirely herself, Ceridwen employed a young boy, named Gwion, to assist her. On the last day of its brewing, though, three drops spurted out from the bubbling brew, and landed on Gwion's hand as he stirred. Instinctively, Gwion put his hand to his mouth to soothe the burn, and inadvertently consumed the three drops. He instantly gained tremendous wisdom, and knew that Ceridwen would kill him for his blunder¹⁹. So, he fled.

It did not take long for Ceridwen to note Gwion's absence and surmise what had happened. Furious, she pursued the boy. But, Gwion had gained the wisdom of the potion, and

was not easily caught. In an attempt to escape, he jumped into a river and magically transformed himself into a fish. Ceridwen changed herself into an otter, and pursued him. Before she could catch him, though, Gwion jumped out of the water, shifted into the form of a bird, and soared into the sky. Seeing this, Ceridwen changed into a falcon, and flew after him, hot on his tail feathers. Realizing he needed to change tactics again, Gwion decided to hide instead. He landed in a farmer's field and transformed into a grain of wheat. Unfortunately, this ruse failed as well. Ceridwen was a powerful spell-caster, and it did not take long for her to find Gwion with her powers of divination. She morphed into a hen, and gobbled up the grain.

A short time later, Ceridwen became aware that she was pregnant. She realized that the magic of the potion must have preserved Gwion's life. So, she planned to kill the infant when it was born. However, when she gave birth and laid eyes on the infant, she saw how beautiful he was, and could not bring herself to do the deed. Instead, she handed the boy over to Elphin ap Gwyddno, prince of Ceredigion to raise²⁰. The young prince adopted the boy as his own, and named him Taliesin.

Relationships: Mother of her daughter Creirwy, and two sons Morfran and Taliesin.

Cúchulainn

When he was first born, Cúchulainn was named Sétanta. But, when he was attacked by the guard dog of a man named Culann, Sétanta killed it in self defense. To placate its owner, the young hero took over the dog's job until he reared and trained a replacement for Culann. From that point on, Sétanta was known as Cúchulainn, meaning "Culann's Hound".

Cúchulainn wields a barbed spear named Gáe Bulg and a sword named Cruadin Catutchenn. He also has two horses that draw his chariot, named Liath Macha and Dub Sainglend. Liath Macha is the king of horses, and his charioteer, Laeg, is the king of chariot drivers.

Related Myth: When he was still young, Cathbad, the high druid of King Conchobar, prophesied that Cúchulainn would accomplish deeds that would ensure his fame would last forever, but those same deeds would cut his life short.²¹

Cúchulainn asked to marry princess Emer, daughter of king Forgall. The king agreed, but only if Cúchulainn apprenticed in the art of battle under the tutelage of a warrior woman named Scáthach at Dún Scáith, the Castle of Shadows. Scáthach was known to be harsh in the extreme, and Forgall believed Cúchulainn would not survive her training. The hero not only survived the ordeal, though, he excelled in it

15 Modern day Spain.

16 The name Milesians is derived from their mythical ancestor, Mil Espaine, which was Latinized as Milesius.

17 An analogy can be made between the victory of the Milesians over the Tuatha, and the occupation of Celtic lands by the Romans.

18 The Sidhe in their names refers to the mounds in which they dwell. The top of every Sidhe (pronounced *shee*) can raise up on columns, to provide access to the faery Otherworld.

19 This part of the legend mirrors how both the Nordic hero Sigurd and the Celtic hero Fion mac Cumhaill magically gained wisdom.

20 Some versions of the story state that Ceridwen put the infant in a leather bag and threw him into the ocean, and that he was later rescued by Elphin, who adopted the boy.

21 There is a correlation between this prophesy and the prophesy the Greek nymph Thetis gave her son, Achilles: If Achilles went to fight in the Trojan War, he would accomplish glorious deeds that would ensure his name would be remembered forever, but the war would end his life.

and learned the technique of *Ríastrad*²², a furious blind battle frenzy. But, upon his return, Forgall still refused to allow the marriage. Consequently, Cúchulainn killed Forgall and all his men, took the king's treasury, and absconded with his beloved Emer.

Queen Medb of Connacht sent her army to attack Ulster when Cúchulainn was seventeen, in order to take a prized bull. The queen used her magic to curse the enemy, incapacitating the entire army with agony resembling labor pains. Having no other recourse, Cúchulainn challenged queen Medb's entire army to single combat. He defeated them one by one over the course of months. At one point, he even fought and defeated The Morrigan herself. The battle goddess transformed herself into an eel, a wolf, and a bull at various points throughout the course of the battle, and Cúchulainn beat her back every time.

As great a warrior as he was, though, even Cúchulainn eventually succumbed to his wounds and fell to the ground unconscious. At this point, Lugh appeared. He healed Cúchulainn's wounds and informed him in his dreams that he is Cúchulainn's father.

When Cúchulainn awakened, he saw that the Connacht army slaughtered every man in Ulster's forces. He went into his *Ríastrad* battle frenzy with uncontrollable rage. Cúchulainn's body spasmed and mutated into a hideous deformed monster. His muscles bulged and his legs twisted around to face backwards. One of his eyes receded into his head, while the other popped out and hung loose. His cheeks peeled back and his mouth gaped open to such a degree that his lungs and liver could be seen down his throat. In this form, Cúchulainn waded into the midst of the terrified Connacht troops. He cut them down like a reaper harvesting crops, killing hundreds, until a wall of bodies stacked up around him.

Relationships: Cúchulainn is the son of Lugh and Deichtine and the foster brother of Ferdiad²³. He is the husband of Emer, and the lover of both Fand and Bláithíne (who is Cú Roí's wife). Cúchulainn and Cú Roí have a complex relationship. Sometimes they are companions, and sometimes they are enemies.

Cú Roí

Cú Roí, whose name means "Battlefield Hound", is a Firbolg king of Munster in Ireland. Cú Roí is a trickster / warrior / mage with powerful illusory abilities that allow him to be a master of disguise. He has immense strength, and is renowned for his ability to throw boulders. In combat, he wields an ax and follows a warrior's code, known as the *Fir Fer* ("The Truth of Men").

Cú Roí rules from an impregnable castle on top of a hill with high cliffs. There is a road that leads up to the entrance. But, the castle is enchanted. Whenever desired, Cú Roí rotates it so that its only entrance appears over a sheer cliff. He generally rotates the entrance over the cliff in the evening,

and back again in the morning, but may do so at will.

Related Myth: At one point, Cú Roí acted as one of three judges in a competition of champions, pitting Conall Cernach, Cúchulainn, and Lóegaire Búadach against each other. All three judges declared Cúchulainn to be the victor, but the other two contestants refused to accept their judgment.

To settle the matter Cú Roí took each aside individually and challenged them to one final contest against himself. Each would be allowed the first blow to behead Cú Roí, as long as they agreed to allow Cú Roí to behead them in turn. Each of the men agreed to the competition. In each case, Cú Roí bent his knee, lowered his head, and allowed each to strike mighty blows. In each case, Cú Roí's head fell to the ground and rolled aside. Cú Roí then picked up his head, placed it back on his shoulders, and prepared to give a return blow. But, only the third contestant, Cúchulainn, honored his promise and knelt before Cú Roí. As such, Cú Roí withheld his blow, and declared Cúchulainn the final victor.²⁴

Relationships: Cú Roí is the son of Dáire mac Dedad and the husband of Bláithíne, who is one of Cúchulainn's lovers. Cú Roí and Cúchulainn have a complex relationship. Sometimes they are companions, and sometimes they are enemies.

Finn MacCool and Saba

Finn MacCool²⁵ is a renowned hunter and warrior in Celtic mythology. He owns a sword named *Mac an Luinn* and two hunting dogs named Bran and Sceolan. Finn is the leader of a band of warriors known as the *Fianna*, which is comprised of young landless nobles, both men and women. At times, the *Fianna* act as mercenaries for hire. At others, they survive in the wilderness by hunting.

Related Myth: During his youth, Finn was mentored by Finnegas, who was both a poet and a hunter. Finnegas spent years trying to catch a salmon that lived in a certain pool, as there was a prophecy that stated whomever ate the salmon would gain great wisdom²⁶. After seven years, Finnegas succeeded in catching the fish, and asked Finn to cook it for him. While doing so, Finn burned his thumb and immediately put it in his mouth to soothe it. In so doing, he tasted the fish and gained its wisdom.²⁷ Finnegas was understandably disappointed, but did not punish the boy. Instead, he gave the rest of the salmon to Finn to eat. Finn thus gained magical powers, including the power to heal anyone that drank water held in his hands.

Finn used his newly gained wisdom shortly thereafter when a fire-breathing goblin named Aillen attacked Tara. Aillen

24 This story closely mirrors the later tale of Sir Gawain and the Green Knight in Arthurian legend.

25 Also spelled Fionn mac Cumhaill.

26 Although the source texts do not state the fact directly, it is generally assumed that this fish is The Salmon of Wisdom, which was a salmon of Celtic legend that inadvertently ate nine hazel nuts that fell into the Well of Wisdom from the hazel trees surrounding it. In so doing, it gained all of the world's knowledge, which explains why it was so hard to catch.

27 This legend mirrors the ways by which the Nordic Sigurd and the Celtic Gwion / Taliesin gained their magical powers.

22 This battle frenzy is highly reminiscent of the Nordic berserk frenzy.

23 Some scholars interpret Cúchulainn and Ferdiad as being lovers.

was a bard of considerable skill whose music could put men to sleep. He had a history of periodically inducing sleep in the denizens of Tara in this way and then burning it to the ground. Because Finn had eaten the Salmon of Wisdom, he knew that a spear of one of the citizens could be of considerable help. The spear, named “Birga”, was magical. If its tip was pressed against a person’s forehead, it would protect them from falling asleep. Finn borrowed this spear, used it resist the influence of Aillen’s music, and then slew him with it. The boy instantly became famous for his cleverness and courage.

As an adult, Finn was out hunting with his two hunting dogs, Bran and Sceolan, whose mother was a human woman who had been cursed into canine form. When Bran and Sceolan refused to kill a roe deer they encountered in the woods, Finn realized they must have recognized something special about it. So, he decided not to kill it. At that point, the deer stepped forward and transformed into a beautiful woman. Finn immediately fell in love with her and inquired about her situation. She told him that she was named Saba²⁸, and that she was cursed to deer form by the dark Druid Fear Doirche for having refused his advances. After a few years, one of the Druid’s servants took pity on her and told her that the spell would end if she traveled to the house of the great hunter Finn. And, sure enough, the curse was just broken.

Finn and Saba became lovers, and she soon became pregnant. But, Finn was called away to war, and had to leave his beloved Saba at their home. While he was away, Fear Doirche learned that Saba had broken his curse. So, he traveled to Finn’s house and cast an illusion over himself to appear like Finn. Seeing her lover approaching the house, Saba ran out to greet him. But, as soon as they embraced, Fear Doirche changed her back into a deer, and she was never seen by Finn again. However, she eventually gave birth to a young fawn. Later, Finn encountered the fawn while hunting, and it transformed into a child. Finn knew the boy could be nobody other than his very own son. He named the child Oisín, meaning “Young Deer”, and the boy grew to be one of the greatest of all Celtic bards.

Relationships: Finn is the son of Cumhall mac Trenmhoir and Muirne Muinchaem. He is also the husband of Saba, by whom he fathered Oisín.

Oisín and Niam

Oisín was revered as one of the greatest poets in Ireland, and was a warrior of the Fianna mercenaries.

Related Myth: When his mother, Saba, was pregnant with him, she was cursed to the form of a roe deer. Because of this, Oisín inherited the curse and was born a fawn. But, when he first met his father, Finn MacCool, the curse was broken and he transformed into a boy.

As an adult, Oisín met a fey woman from the magical floating island of Tir na nOg, the Land of Youth. The woman was witty and charming, obviously had the finest education, and possessed the most refined etiquette. Unfortunately, she also had the head of a pig. She explained that she had been cursed by her own father, the king of Tir na nOg, who was prophesied to retain his throne only until she was married. Her father figured that if she had a pig’s head, she would be too ugly for any man to love. Oisín had sympathy for the young woman, having been cursed to the form of a fawn himself until preadolescence. So, he took no notice of her pig’s head, and fell deeply in love with her grace and kindness.

The two returned to Tir na nOg and got married. As soon as they were wed, Niam’s curse was broken, and Oisín saw that his new bride was stunningly beautiful with silky golden hair.²⁹ Together, they assumed the throne and fulfilled the prophesy.

After what seemed to Oisín to be only a few years, he became homesick and informed Niam that he wanted to visit Ireland. She explained that, while they had experienced only three years since arriving back in Tir na nOg, a full three centuries had passed in the mortal realm. She warned that if he were to touch Irish soil again, he would instantly feel all those years. At this Oisín fell into a deep depression, and could not believe what he had been told, as it was too fantastic to comprehend.

To placate her husband and convince him that what she said was true, Niam allowed Oisín to borrow her white horse, Embarr, who could gallop across both land and sea. She emphasized that he not dismount, though, as doing so would spell his doom. And so, he rode back to his homeland. He saw that his wife spoke the truth. His family and friends were all long gone, and his old home had fallen into ruin. Unfortunately, while performing his grim tour, the strap holding his saddle broke, and he fell off Embarr’s back. As soon as he touched the ground, he immediately transformed into a withered old man. Startled, his mount bolted and returned to the Land of Fey. Oisín was stranded and died soon after, never again laying eyes on his beloved Niam.

Relationships: Oisín is the son of Finn MacCool and Saba, and the husband of Niam. Oisín and Niam had two sons named Oscar and Finn and a daughter named Plor na mBan (“Flower of Women”).

²⁸ Also spelled Sadhbh.

²⁹ The story mirrors that of the wonder tale “Beauty and the Beast”, with the gender roles reversed.

Taliesin

Taliesin, whose name means “radiant brow”, is one of the greatest bards of Celtic legend³⁰, and has the gift of prophesy. He is the reincarnation of Gwion, who magically gained great wisdom when he inadvertently consumed a potion he was helping the witch Ceridwen brew. Taliesin retained Gwion’s magical nature, including the gift of prophesy. As such, he was highly revered as an adviser. He was the companion of Bran the Blessed and served in the courts of a number of Celtic kings, including that of King Arthur³¹.

Relationships: Taliesin is the son of Ceridwen, and was raised by his foster father Elphin ap Gwyddno. He is also the father of Addaon.

Tristan and Isolde

As a young knight, Tristan³² was known for his valor and honor as well as being a brilliant harpist.

Related Myth: When a knight from Ireland named Morholt arrived in Cornwall demanding tribute, Tristan challenged him to single combat. The two fought, each grievously wounding the other. In the end, Tristan prevailed and slew Morholt. But, the wound Tristan received would not heal despite the efforts of Cornwall’s best physicians.

King Mark was a wise ruler, and would not bend his knee to Ireland. But, neither did he want war. So, he decided to propose an alliance with Ireland instead. Despite the wound of his nephew, Tristan, King Mark sent him to ask for the hand of princess Isolde in marriage. Being loyal to the king, Tristan agreed.

On his way to the royal castle, Tristan encountered a dragon ravaging the Irish countryside. Seeing the devastation the monster was wreaking on the peasantry, the young knight decided the only honorable course was to face the beast himself. Ignoring the pain of Morholt’s wound, Tristan sought out and battled the dragon. The fight was long and arduous, and Tristan was almost killed. But, it was the dragon who lay dead at the conflict’s end.

Tristan proceeded to the castle, but his injuries would not allow him to travel quickly. Consequently, news of his valor reached the castle before his arrival. Holding the visiting knight in high regard for his great service, the royal family forgave him for having killed Morholt. Moreover, they took his proposal for an alliance between Ireland and Cornwall seriously.

Princess Isolde was well known in her land as an

accomplished physician. Seeing that Tristan was in great need of her services, she tended to his many wounds. In the intervening weeks required for Tristan to regain his health, Isolde came to appreciate his many virtues, and fell deeply in love with him.

Believing an alliance was in the best interests of their realm, Isolde’s parents agreed to the proposed union between their daughter and King Mark. And so, they sent Isolde back to Cornwall with Tristan. To ensure a happy marriage, Isolde’s mother provided her with a love potion for Isolde and her new husband to drink together. However, Isolde’s heart was already won by Tristan. And, so, she gave the potion to Tristan instead on their journey there.

Tristan immediately fell in love with Isolde. But, he was torn between his affection for the princess and his loyalty to his uncle. He could not drive Isolde from his mind, but neither could he betray his king.³³

The two finally arrived in Cornwall, and Isolde married King Mark. The alliance was thus sealed between the two kingdoms.

Unfortunately, the love that Tristan and Isolde had for each other did not die upon Isolde’s wedding. The two were often seen giving longing looks toward one another, until finally they were both accused of adultery. King Mark sentenced them both to death. Tristan was to be hung, and Isolde was to be burned at the stake.

Tristan was not one to be executed quietly, though. On his way to the gallows, he made a spectacular leap from a high cliff into the waters below and escaped his captors. He then went on to rescue Isolde and they ran away into the nearby forest.

It did not take long for King Mark’s men to find and capture them. But, enough time had passed that the king had calmed down somewhat, and he realized that killing Isolde would mean war with Ireland. So, he offered to simply banish Tristan if Isolde would come back to him and thus preserve the alliance with her homeland. Having no other recourse, the two lovers agreed. Tristan left Cornwall, never to return.

Relationships: Tristan and Isolde are lovers. King Mark is the husband of Isolde, and Tristan’s uncle.

30 As with many myths, the legend of Taliesin is based on historical fact. There was a renowned poet named Taliesin who lived in the 6th century, whose work survives to this day.

31 Probably due to his magical nature, Taliesin is sometimes confused with Merlin. But, the two are distinct characters with differing backgrounds.

32 The story of Tristan and Isolde is one of the most popular romances of Celtic myth. It has been told and retold with many variations. This account attempts to draw the most interesting aspects of the different tales into a single coherent whole.

33 The tale of Tristan and Isolde became a template for the relationship between Sir Lancelot and Guinevere of Arthurian lore.

The Celtic Pantheons

Hereafter are the various pantheons of the Celtic myths.

The Pantheon of Celtic Gaul

Most of the mythology of the Celts within ancient Gaul³⁴ was lost when Rome conquered its lands and Catholicism actively eradicated it in favor of Christian doctrine. Their cultural purging was quite successful in the Roman occupied territories. As such, knowledge of the Celtic gods of Gaul was mostly gleaned from secondary sources by necessity, such as writings of Roman historians. While some information has been directly taken from ancient Celtic artifacts and inscriptions, these are scant and brief. Almost nothing of the mythical interactions and rivalries between the Gaulish deities has survived.³⁵ So, the Celtic gods of Gaul are presented here as a single, unified, Pantheon. What is known about the gods of this indicates many of them represent raw forces of nature. As such, it comes closer than any other Celtic Pantheon to representing the forces of Chaos.

Badb Catha

Also known as Catubodua, or “Battle Crow” Badb Catha is the Gaulish equivalent of the Irish goddess Badb. She is a war goddess, who often appears as a crow before battles, and foretells the fates of its combatants.

Belenus

Belanus is an important Celtic solar and healing god, whose name means “Shining One”³⁶. The spring festival of Beltane and the healing herb Belinuntia are both named after him.

Belenus is worshiped wherever hot springs are located, which are believed to have healing powers. The logic is that the sun sets below the horizon at night and travels through the underworld heating up its waters with healing powers on a path known as the “night-sea journey”. The waters that are heated in this way bubble up through the earth and gush out at these locations.

Beli

Also known as Beli Mawr, Beli is god of the sea and death. As such, the ocean is sometimes called “Beli’s Liquor”.

Relationships: Beli is the father of Arionrod, and of Lludd, king of the Children of Dôn.

Cernunnos

Cernunnos, the “Horned God”, is one of the most revered of all Celtic gods. He is depicted as a man with the antlers of a deer, holding or wearing a torc, and is often accompanied by wild animals. His most common animal companion is that of a ram-headed serpent. Cernunnos is the Celtic lord of

animals, and is the god of both the hunt and abundance.³⁷

Epona

Epona is the goddess of horses, whose name literally means “horse”. She was also revered as a goddess of abundance, fertility, and the land. Epona was among the most widespread of all Celtic deities, especially among warriors. She was even worshiped on the British Isles.³⁸

She is often associated with hot springs, and is believed to accompany Belenus as he journeys with the sun through the underworld at night.

Epona is always depicted with horses, either riding one or surrounded by them. She is sometimes even shown lying naked on a horse’s back.³⁹ Occasionally, Epona is depicted with symbols of abundance, such as a plate, sheaves of grain, or a cornucopia.

Esus

Esus, whose name means “Lord”, is a bloodthirsty god of woodcutters and war⁴⁰, whose name means “Anger”. In battle, he wields an ax.

Esus is depicted carrying an ax, is often accompanied by bulls and cranes, and is sometimes shown hewing trees.

Followers of Esus foretell prophecies by interpreting the flow of blood running down the bodies of human sacrifices hung from trees.⁴¹

Sucellus

Sucellus, whose name means “Good Striker”, is a Gaulish god of fertility and agriculture, especially that of wine.⁴²

He is usually depicted as a cloaked mature man with curly hair and beard, sometimes wearing a laurel on his head. He carries an enormous hammer, or mallet, as well as a jar resembling a small cauldron⁴³. He is frequently accompanied by a dog, and often sits or leans on a barrel, which is presumably filled with wine.

Relationships: Husband of Nantosuelta.

37 Cernunnos is sometimes correlated to Dis Pater, in which case he would also be a god of death.

38 Ironically, worship of this distinctly Celtic deity was likely brought to the British Isles by the invading Romans.

39 The legend of Lady Godiva can be traced back to Epona of ancient Celtic myth.

40 Esus was associated with both Mars and Mercury by the Romans.

41 There is a striking correlation with this image of human sacrifice and the self-sacrifice of the Nordic god Odin when hung from the World Tree, Yggdrasil. The same imagery, taken with the similarity of the name of Esus to that of the Christian Jesus, is equally intriguing.

42 He was associated with Silvanus by the Romans.

43 Sucellus is often considered to be the Gaulish version of the Irish Dagda.

34 Roughly corresponding to the lands of modern-day France.

35 There isn’t even enough for a worthwhile family tree.

36 Associated with Apollo by the Romans.

Taranis

Taranis, whose name means “Thunderer” is a god of lightning, thunder, and storms.⁴⁴

He is considered to be a “Master of War”, who demands human sacrifices, presumably enemies captured in battle. They were put in wooden cages and burned alive.

Taranis is usually depicted with a wheel on which a spiral is inscribed, the spiral being a symbol for a flash of lightning.

Toutates

Toutates, whose name means “God of the Tribe”, was a protector deity worshiped in both Britain and Gaul. Also known as Teutates, he required humans be sacrificed to him by drowning during the winter festival of Samhain.

Followers of Toutates often wear silver finger rings with “TOT” engraved on them.

The Pantheon of The Court of Dôn

The Court of Dôn are the gods of Wales, a region on the island of Britain. They closely align with the Irish Tuatha de Danann.⁴⁵ As such, they also represent Benevolent Law within the Celtic mythos. Some deities of the two pantheons indisputably represent the same characters, while others differ.⁴⁶

Amaethon

Amaethon, whose name means “plowman”, was a Welsh god of agriculture.

Related Myth: Amaethon stole three animals from Arawn, lord of Annwn, and brought them to Ireland. For this insult, Arawn attacked Amaethon in Ireland, inducing him to seek the help of his brother Gwydion, who is a powerful spell-caster. Gwydion animated a large number of trees to fight as an army, and together they defeated Arawn.

Relationships: Amaethon is the son of Don, and the brother of Arionrod, Gwydion, Gilfaethwy, and Govannon.

Arionrod (of the Starry Wheel)

Arionrod is a Welsh goddess of energy, space, stars, and time. She lives in an Astral fortress named Caer Arionrod, which is simultaneously both the constellation of the Corona Borealis and the northern lights.

Related Myth: When Math lost his foot-holder, Geowin, he

sought another virgin to take her place. Gwydion recommended his sister Arionrod to fill that role. Arionrod claimed to be qualified for the position, but when Math used his magic to test her virginity, he revealed that she was pregnant. What’s more, Math’s magic accelerated her pregnancy. Within moments, she grew to the girth of full-term, and gave birth to two boys. Her firstborn was a beautiful blond haired boy, who she named Dylan who grew into a young man immediately. Being a sea god, Dylan quickly abandoned his mother for the ocean. Gwydion hid her second child in a chest before anyone saw him. He adopted the youth, and raised him as his own son, who grew at twice the speed of normal children.

When he was four, Gwydion took the boy to meet his mother in Caer Arionrod. Their visit reminded the goddess of how her sons’ births humiliated her. So, instead of welcoming her son with affection, she cursed him instead.

Arionrod declared that her son would remain nameless until she gives him a name, and she never intended to do that. So, Gwydion comes up with a plan to help the child. He disguised them both as shoemakers and they returned to the castle. Gwydion made sure that Arionrod saw the boy throwing rocks at birds, knowing his aim to be exceptional. The boy killed a bird on his very first throw, and Arionrod declared that the fair-haired child (“Lleu”) had skillful hands (“llaw gyffes”). Gwydion then dropped their disguises, and informed Arionrod that she had just named her son Lleu Llaw Gyffes. Furious at his trickery, Arionrod cursed the youth again. She declared that the boy could never wield any weapon until she provided him with one personally. Disappointed yet again, Gwydion left and concocted another plan to thwart her curse.

After much contemplation, Gwydion disguised the two of them as bards returned to Caer Arionrod. Using his magic, he conjured a fleet of ships to attack her castle. To ensure her home’s defense, Arionrod armed everyone in the fortress to enlist them in the battle. As soon as she gave Lleu Llaw Gyffes a weapon, Gwydion once again dropped their disguises and informed her that her son was now armed. Even more furious than before, Arionrod cursed her son a third time with a magic so powerful that she was sure it couldn’t be broken. She declared that Lleu Llaw Gyffes would never have a wife from any race living on the earth.

This last curse was problematic. No simple trick could undo it. So, Gwydion sought help from his uncle Math. The two of them got to work, and fashioned a maiden from flowers. They created her out of broom sprays, meadowsweet flowers, and oak blossoms. They named her Bloedeuwedd, meaning “Flower Face”.

Relationships: Arionrod is the daughter of Beli Mawr and Don, and the sister of Amaethon, Gilfaethwy, Govannon, and Gwydion. She is the mother of Dylan ail Don and Lleu Llaw Gyffes.

44 The Romans associated Taranis with Jupiter.

45 The Celtic write-up in this game tends toward an Irish perspective primarily because the original Irish sources are better preserved and provide more information.

46 The game treats Dôn and Danu, Ludd and Nuada, Llyr and Lir, and Manawydan and Manannan to all be equivalent. The other gods are treated as distinct. This can be interpreted as if the aforementioned deities travel frequently between Wales and Ireland, while the others consider their homes to be more local. Because the two factions share so much in common, though, it would be reasonable to assume they are strong allies in the game world.

Dôn (Danu)

Dôn is the ancestral mother goddess in Welsh mythology for which the Children of Dôn are named.⁴⁷ Little is known about her, other than that she is likely an earth goddess.

Relationships: Don is the sister of Math, and the mother of Amaethon, Arianrod, Gwydion, Gilfaethwy, and Govannon.

Govannon

Govannon is the master blacksmith of the Welsh gods. As such, he forges all of their swords, the tips of their spears, and the heads of their axes.

Relationships: Son of Dôn, and brother of Amaethon, Arianrod, Gilfaethwy, and Gwydion.

Gwydion

Gwydion is a powerful mage of Wales, and a trickster god with a dark streak.

Gwydion lives in a fortress in the sky named *Caer Gwydion*, which is the Milky Way.

Related Myth: In the Battle of the Trees, Gwydion used his magic staff to animate trees to defend his brother Amaethon. The agricultural god had earned the wrath of Arawn, ruler of Annwn, for having stolen animals from the Otherworld and taken them to Ireland.

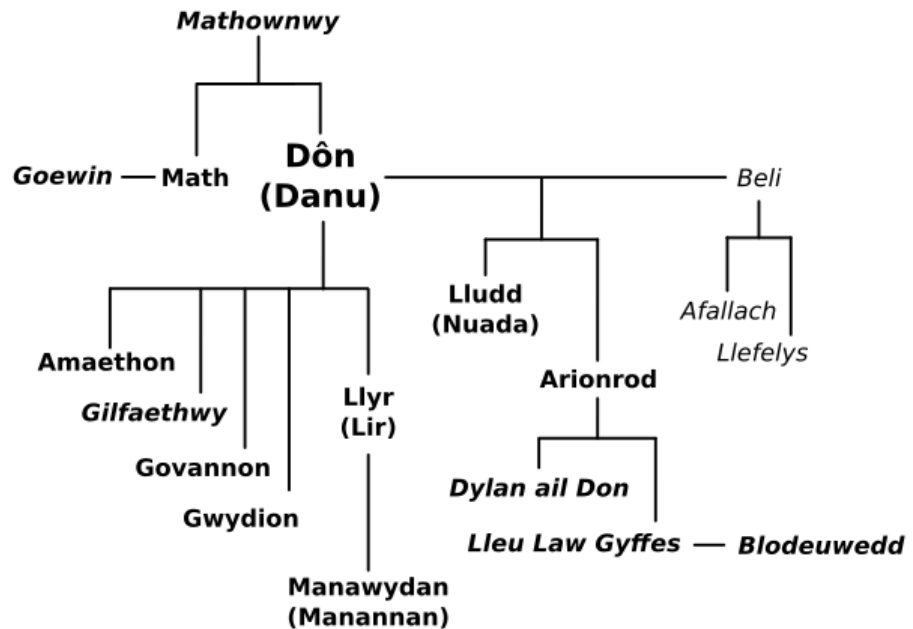
Relationships: Son of Dôn, and brother of Amaethon, Arianrod, Gilfaethwy, and Govannon.

Lludd (of the Silver Hand)

Also known as Nudd, Lludd is the king of the Children of Dôn until he lost his hand in battle, which was replaced with a silver prosthetic.⁴⁸

Relationships: Son of Dôn and Beli, and brother of Amaethon, Arianrod, Gilfaethwy, and Gwydion.

The Court of Dôn (Llys Dôn)



The Pantheon of the Firbolgs

The Firbolgs were the people that ruled Ireland before the Tuatha de Danann arrived.⁴⁹ They are a Pantheon representing Benevolent Law in Celtic myth, and fought the Tuatha when they were ruled by the tyrannical Bres.

Some tales describe the Firbolgs as ordinary humans, while others describe them as giants.⁵⁰ The term Firbolg literally means “Men of Bags”, which comes from the myth that the Firbolgs were originally slaves in Greece, who were forced to live on poor farmland that was riddled with rocks. So, they carried bags of soil from more fertile regions to improve the condition of their lands.

The Firbolg supposedly left Greece at the same time that the Hebrews escaped Egypt, and traveled to Ireland. There, they encountered the native Fomorians whom they battled in two major conflicts.⁵¹ The Firbolgs were successful enough in these encounters to maintain their presence in Ireland. But, not so successful as to achieve total victory over their monstrous foes.

Dela was the first king of the people who started calling themselves the Firbolg when they arrived in Ireland, after

47 Dôn closely corresponds to the Irish Danu, and is treated as the same goddess in the game.

48 The correlation between Lludd and Nuada, king of the Tuatha de Danann is so close that the game interprets the two as being the same god.

49 The Fomorians were evidently also present when the Tuatha arrived in Ireland.

50 The Firbolg race is described in detail in [Celtic Creatures and Nordic Nightmares](#).

51 Described in the Irish Mythological Cycle of texts.

having escaped from Greece. He was the grandson of Nemed, who was an earlier Irish king over a people calling themselves the Nemedians, who had themselves been conquered and enslaved by the Fomorians. When the Nemedians rebelled at the giants' tyrannical rule, the Fomorians decimated them. Those few that survived fled to Greece, where they were again enslaved.⁵²

Dela had five sons, named Gann, Genann, Rudraige, Sengann, and Sláine. Each of them was given one of the five provinces of Ireland to rule.⁵³ When Dela died, Sláine was elected as High King over them all. But, over the few generations that lived in Ireland before the arrival of the Tuatha de Danann, there was significant infighting between the different family lines. By the time the Tuatha invaded Ireland, the great-grandson of Genann, Eochaid, was High King. But, the descendants of the original five sons still ruled their respective provinces.

Later, in the First Battle of Moytura, the Firbolgs were conquered by the Tuatha de Danann. However, the Firbolgs fought with such honor, that they earned the respect of the Tuatha invaders. Consequently, the Tuatha offered them one-fifth of Ireland for their surrender. The Firbolgs conceded, and selected the region of Connacht as their territory.

Male Firbolgs: Aonghus mac Umhor, Dela, Fingein Fisiochda, Gann, Genann, Rinnal, Rudraige, Sengann

Female Firbolgs: Cnucha, Etar

Eochaid

Eochaid mac Eirc was the king of the Firbolgs when the Tuatha de Danann first arrived in Ireland. He was an exceptionally wise and benevolent king, who was seen by his people as a father figure. During his reign, the harvests were always plentiful and his people were happy.

Related Myth: The Tuatha first sent Bres to negotiate with Eochaid, and demanded the king hand over control of half of all Ireland. Eochaid found this to be unreasonable, and so refused. The Tuatha de Danann invaded, and war ensued, resulting in the First Battle of Moytura.

Relationships: Eochaid is the son of Eirc and husband of Tailtiu.

Sreng

Sreng is the giant champion of the Firbolgs, who wields a large iron mace.

Related Myth: Sreng acted as the spokesperson in negotiations with the Tuatha when they invaded, but refused the demand that they hand over half of Ireland. This led to the First Battle of Moytura, in which Sreng led a group of 300 Firbolgs. He cut off Nuada's hand in the fight, forcing the Tuatha king to abdicate his throne.

Relationships: Husband of Cethlionn.

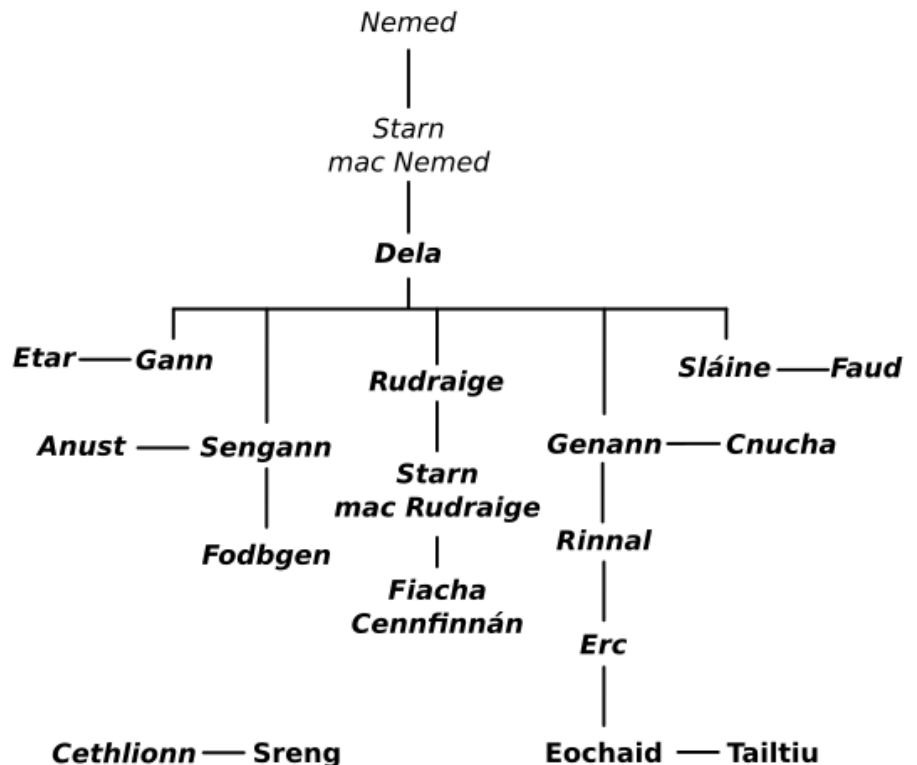
Tailtiu

Tailtiu is the Firbolg Earth goddess, as well as their queen.

Related Myth: Tailtiu reigned with Eochaid during the Tuatha invasion. They lost the war, but the Firbolgs fought with such honor that they were granted the region of Connacht. And, Tailtiu eventually became the foster mother of Lugh.

Relationships: Tailtiu is the wife of Eochaid.

The Firbolgs



⁵² Life pretty much sucked.

⁵³ Gann was given North Munster, Ge Ulster, Sengann had South Munster, and Sláine ruled Leinster.

The Pantheon of the Fomorians

Also known as the Fomhoire, the Fomorians⁵⁴ are a race of monstrous humanoids that oppose the Tuatha de Danann. They are the Pantheon representing Tyrannical Law in the Celtic mythos. They appear time after time to oppose the Tuatha, as well as other factions that settled in Ireland. It is unclear whether they actually settled in Ireland itself, or lived exclusively on nearby smaller islands and periodically raided the settlements on the larger island.

a tyrant. He commanded all of the Tuatha to do menial labor and imposed crippling taxes on everyone. The Tuatha quickly tired of him. So, when Nuada’s hand was restored after seven year of Bres’s rule, Nuada was once again made king. Bres didn’t take this lying down, though. He went back to his Fomorian roots and raised an army, leading to the Second Battle of Moytura.

Relationships: Bres is the son of the Eriu and Elatha. He is the husband of Cethlenn.

Balor

Balor, the “Strong Smiter”, is a giant who led the Fomorian forces in the Second Battle of Moytura. He lives in a great tower fortress on Tory Island, which he rules with a tyrannical fist.

Lugh killed him in that battle, but not before Balor exacted devastating damage on the army of the Tuatha.

One of Balor’s eyes is swollen and enormous. It is normally covered by a drooping eyelid. But, when this eyelid is lifted up, the eye projects poisonous rays of devastation and disease.⁵⁵

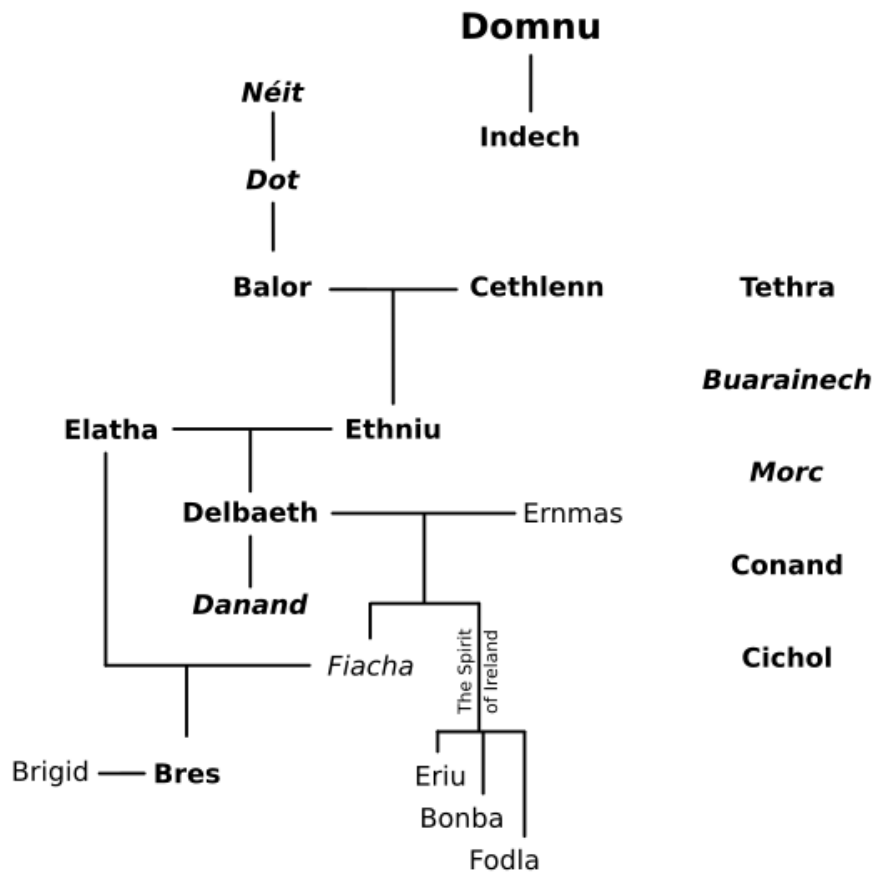
Relationships: Balor is the son of Dod⁵⁶ and the grandson of Néit. He is also the husband of Cethlenn, the father of Ethniu, and the grandfather of Lugh.

Bres

Bres is half Fomorian. But, because his mother is one of the Tuatha, Bres turned out remarkably normal for someone with a Fomorian father. Bres has a single head with two eyes, two arms, and two legs. He thus became known as Bres the Beautiful. He was also known as a master of charm spells, so much of his charisma to others is likely to be magically induced.

Related Myth: As he had been raised by his mother among the Tuatha, they deemed him to be one of their own. After Nuada lost his arm in the First Battle of Moytura, they made Bres their king. But, his Fomorian bloodline made Bres into

The Fomorians



54 The following Fomorians were not written up: Males: Aed (“Fire”), Aillen (“Burner”), Buarainech, Crom Dubh (“Crooked Dark”), Dela, Fabair, Gann, Goll (“One Eyed”), Sengann, Tethra
55 Balor is sometimes viewed as the personification of the sun scorching the earth.
56 In some accounts, Balor is the son of Buarainech.

Cethlenn

Cethlenn, or Caitlin, is a Fomorian prophetess and warrior who participated in the Second Battle of Moytura. She was apparently unattractive, as her primary epithet is “Cethlenn of the Crooked Teeth”. But, beauty is relative. There is little doubt that most people would prefer to have crooked teeth rather than the bulbous festering orb of an eye adorning her husband’s head.

Related Myth: Cethlenn predicted the downfall of both her husband, Balor, and his followers in that conflict. She warned him of the danger, but he ignored her pleadings and consequently fell in battle to Lugh’s sling. During that same fight, Cethlenn threw a spear and gave a grievous wound to Dagda, who lived with the injury for over a century before dying of it.

Relationships: Cethlenn is the wife of Balor, the mother of Ethniu, and the grandmother of Lugh.

Cichol

Cichol, or Ciocal Grincenchos, was the first Fomorian king, and ruled over the first primitive settlers of Ireland. Like all of his subjects, Cichol was severely deformed, having only a single arm and leg.⁵⁷ His reign ended a couple of centuries after the Fomorians first landed in Ireland when his kingdom was overthrown in the Battle of Mag Itha by powerful invading spell-casters.⁵⁸

Relationships: Cethlenn is the wife of Balor, the mother of Ethniu, and the grandmother of Lugh.

Conand

Conand mac Febair was an early Fomorian king who ruled from a tower on Tory island⁵⁹ over a group Irish natives who called themselves the Nemedians.

Related Myth: Conand was a despot, who demanded crippling taxes, including two-thirds of his subject’s cattle, grain, and children. The populace eventually had enough, and rebelled. They lost a sizable fraction of their citizenry, but eventually defeated his army, killed him, and tore down his tower. Unfortunately, a different Fomorian named Morc mac Dela took his place, and ended up killing almost all the rest. Only thirty survived the whole ordeal, out of an original sixty thousand.

Relationships: Conand is the son of Fabair.

57 Cichol’s appearance is inferred from the fact that all Fomorians participating in the Battle of Mag Itha are described as having a single arm and a single leg. This particular Fomorian form is also known as a Fauchan, which is described in detail in [Celtic Creatures and Nordic Nightmares](#).

58 Not much is known about these invaders, other than they wielded potent magic, and were led by an individual named Partholon.

59 Which is off the northwest corner of Ireland.

Delbaeth

Delbaeth⁶⁰, whose name means “Enchanted Fire”, was chosen to be king for a ten year period when the Fomorians and Tuatha formed an alliance. The alliance ended when his own son, Fiacha, killed him.

Relationships: Delbaeth is the son of Elatha and Ethniu, and the father of Eriu, Bonba, Danand, Fodla, and Fiacha, by Enrmas. He is also the grandfather of Brian, Iuchar, and Iucharba.⁶¹

Domnu

Domnu is regarded as the ancestral mother of all the Fomorians, whose name means “Deep”. Not much is known about her, but she is believed to dwell in one of the underwater realms of Annwn.

Relationships: Domnu is the mother of Indech, and may be the mother of most of the Fomorians.

Dreco

Dreco is one of the more powerful spell-casters of the Fomorians. She is an alchemist, sorceress, and bard, who specializes in poisons. In one battle, she killed twenty foes with a single deadly toxin.

Elatha

Elatha, whose name means “Knowledgeable”, is a major father figure in the Fomorian pantheon, and is even the father of some of the Tuatha de Danann.

Elatha is depicted as an attractive young man with blond hair, his appearance being a far cry from that of most Fomorians. He has a fondness for gold. He wears five gold torcs, and even his clothes are embroidered with threads of the precious metal.

Elatha has a boat fashioned of silver.

Related Myth: Bres came to Elatha before the Second Battle of Moytura for assistance to take back his kingship of the Tuatha de Danann. He had been expelled due to the brutal tyranny of his rule. But, Elatha refused, advising his son to ask Balor instead.

60 By some accounts, Delbaeth is the same character as Tuireann. However, the ancestry of the two characters is confusing and contradictory. We chose to keep them separate and in different pantheons for simplicity.

61 The original texts refer to Delbaeth as the father of Brian, Iuchar, and Iucharba by his daughter Danand. However, Tuireann and Delbaeth are often interpreted to be the same character, primarily because the texts also explicitly state Tuireann to be their father. This interpretation persists in spite of the fact that the ancestry of the Tuireann and Delbaeth is also quite muddled, especially if the two are conflated. So, the texts are contradictory one way or another no matter how you interpret them. Guided by a new rule we’ll call the Principle of Minimal Inbreeding, we interpret Tuireann and Delbaeth here as being two distinct characters, in which Delbaeth is the three men’s grandfather. This interpretation allows for a reasonable explanation of the ancestry question, keeps the bloodlines relatively intact, and makes the family tree simpler and *incomparably* less disturbing.

Relationships: Elatha is the father of Bres by Eriu, Dalbaeth by Ethniu, and of Dagda, Lir, and Ogma by Danu.

Ethniu

In Celtic legend, Ethniu goes by many names, including Boann, Boand, Ethne, Eithlinn, and Feada.

She is the daughter of Balor, who is a truly horrific sight to behold. Ethniu herself is a beauty, though, having the appearance of a young human woman.

Related Myth: A Druid foretold that Ethniu would bear a son who would kill Balor. So, her father locked her up in his tower on Tory Island. But, Balor stole a magical cow from the Tuatha Cian, and Cian entered Balor's tower to retrieve it. In the process, he encountered Ethniu. Cian became enamored by Ethniu, seduced her, and left. Ethniu gave birth to triplets. Balor was furious, and ordered the infants to be drowned. But, the servant who was ordered to carry out the deed ended up dropping one of them, who survived. The infant boy was rescued and taken to Goibniu, who adopted him as his own. The boy grew up to be the great Tuatha king Lugh.

Relationships: Ethniu is the daughter of Balor and Cethlenn. She is the mother of Delbaeth by Elatha, and Aengus Og by Dagda.

Lot

Lot is an early Fomorian heroine with exceptional combat and leadership skills, who led a Fomorian army against an invasion of Ireland by the followers of Parthalon. She is described as uncommonly ugly, having four eyes scattered across her back and mouths on her breasts.

Ostriallach

Ostriallach is a Fomorian spy who infiltrated Tuatha lands during the Second Battle of Moytura.

Related Myth: Ostriallach discovered the location of Dian Cecht's miraculous spring of healing. This spring was a significant advantage the Tuatha de Danann had over the Fomorians, as their wounded soldiers would bathe in the spring and have their injuries healed.⁶² Consequently, Ostriallach filled the spring in with rocks and clay, robbing the Tuatha of its powers. For this offense, the Tuatha god Ogma executed him.

Tethra

Tethra is the Fomorian counterpart of Manannan. He is a god of the sea who herds fish like cattle on the "plains" of the ocean's surface. The sea god was killed in the Second Battle of Moytura, and thereafter became a ruler of the dead in the undersea paradise of Mag Mell, where souls go to spend eternity.

Tethra wields a talking sword named Orna, which continually brags about the role it played in the accomplishments of its past owners.

The Pantheon of the Tuatha de Danann

The Tuatha de Danann, or the "Tribe of Danu", is a pantheon of Celtic gods who descended from the goddess Danu. They are mostly the pantheon of Benevolent Law in the Celtic mythos, with the exception of the period when the Tuatha were ruled by the tyrannical Bres. Welsh mythology has a very similar pantheon, who are the Children of Don. To provide a perspective on Celtic myth that is as simple and coherent as possible, these kindred pantheons are considered allies. And, deities playing parallel roles in each pantheon are combined into one⁶³.

Most of the Tuatha de Danann possess potent magic, including shape-shifting. Virtually all of them have the ability to shroud the whereabouts of themselves and their companions by raising magical mists, known as the Feth Fiada.

The Tuatha were viewed as gods in early Celtic texts, including the Ulster Cycle of legends. But, in the later Fenian Cycle, which has strong Christian influences, they had diminished in stature to being powerful faery beings.

Abcan

Abcan mac Bicelmois is a dwarf bard, or fili, of the Tuatha de Danann who plays the harp.

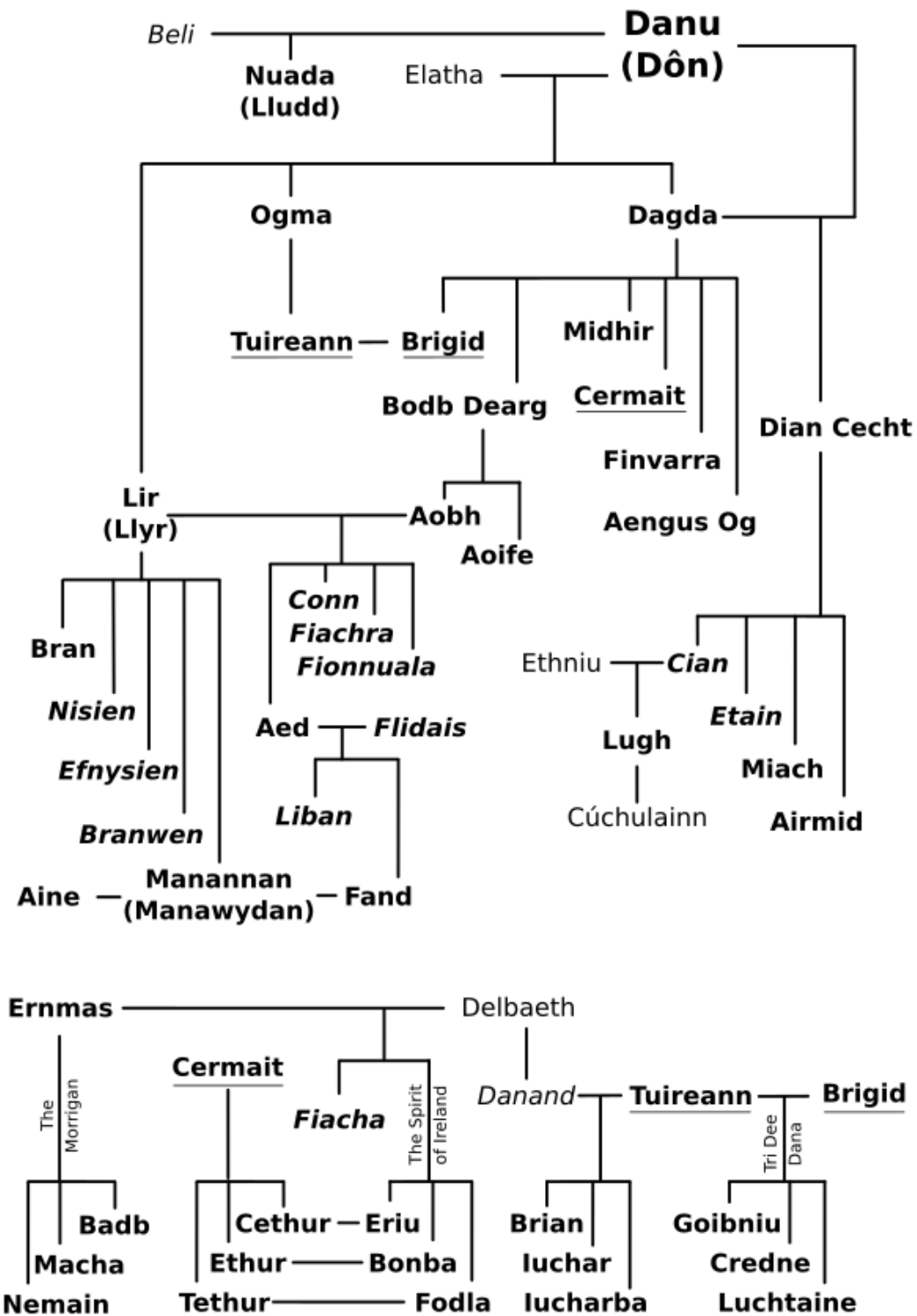
Abcan owns a boat made of bronze having a sail made of tin. It is capable of sailing between the Otherworld and the Mortal Realm.

Related Myth: At one point, Cuchulainn imprisons Abcan. But, Abcan plays a lullaby and puts his captor to sleep and escapes.

62 Although it could not regenerate limbs.

63 When two comparable deities were combined into one, the author selected which name to use based on what seemed the most comprehensible to English speaking audiences.

The Tuatha de Danann



Aed

Aed is a god of the underworld, who became a prince of the Daoine Sidhe after the Tuatha de Danann were defeated by the Milesians and fled underground.

Related Myth: Aed's mother, Aobh, gave birth to two pairs of twins. The first were Aed and Fionnuala, and the second were Conn and Fiachra. Unfortunately, Aobh died shortly after giving birth to her second twins. So that the children would not be raised without a mother, Lir married Aobh's sister, Aoife. While Lir doted on his children, he rarely paid any attention to Aoife. Consequently, Aoife became extremely jealous of them. She made motions to kill the children, but couldn't bring herself to do it on her own. So, she ordered her servants to kill them when they were visiting their grandfather, Bodb Dearg. Not surprisingly, the servants refused, so Aoife satisfied herself by cursing them instead. She transformed all four children into swans. Although they retained their voices, Aoife declared they would remain in that form for 900 years. Having nothing better to do, the four swans often sang long sad laments. They developed their voices over the centuries, and their magical songs attracted large crowds whenever they appeared. They were so beloved by the people that a law was passed forbidding the killing of swans. After 900 years passed, the curse ended as foretold, and the children were now fully grown adults. By this time, though, the Tuatha's reign was over.

Aed seduced the wife of Corchenn. Corchenn found out about it, and took his revenge on Aed by killing him. Dagda⁶⁴ was furious about Aed's murder and forced Corchenn to carry Aed's corpse across the land until he found a stone large enough to completely cover his grave⁶⁵.

Relationships: Aed is the son of Lir and Aobh, and is the brother of Conn, Fiachra, and Fionnuala. He is also the half brother of Bran, Branwen, Efnysien, Manannan, and Nisien.

Aengus Og

Also known as Maponos and Mabon, Aengus Og is a trickster god of the Tuatha de Danann, patron of wit, charm, and youthful love. He is depicted as an adolescent young man wearing garlands on his head.

Aengus Og lives in large mound with white stone walls named Bru na Boyne. It is located in a bend in the river Boyne.

Relationships: Aengus Og is the son of Dagda and Ethniu, but was adopted by his brother Midhir. He is also the brother of Bodb Dearg, Brigid, Cermait, Finvarra, and Midhir.

Aine

Aine, whose name means "Radiance", is a goddess of agriculture, fertility, love, sovereignty, summer, and wealth. She has power over both animals and crops. As a goddess of sovereignty, she has power over all rulers' authority to lead. She can grant it, and she can take it away.

The feast of Alban Hefin, held at the summer solstice, is devoted to her. She is often depicted as a red mare.

Aine dwells within a mound in Cnoc Aine within the county of Limerick, and is considered to be the most powerful of the fey in that region.

Relationships: Aine is the daughter of King Eogabail, the sister of Aillen, Fennen, and Grian, and the wife of Manannan.

Airmed

Airmed is the daughter of the Tuatha's healer, Dian Cecht.

Related Myth: Airmed inherited many of her father's healing abilities, and used them to good effect on the injured warriors after the Second Battle of Moytura, in which Nuada's hand had been cut off. Much later, Airmed found a way to imbue the severed hand with new life. Her brother Miach then used his remarkable surgical abilities to sew it back on, making him whole again.

Relationships: Airmed is the daughter of Dian Cecht, and the sister of Miach.

Bodb Dearg

Bodb Dearg was elected as king over one of the fractured factions of the Tuatha de Danann after their defeat by the Milesians (the others being Finvarra and Manannan). Bodb Dearg reigned over some of the Tuatha who fled underground into the Sidhe (mounds). Lir opposed his kingship, believing he was the better candidate. But, Bodb Dearg placated the sea god by offering his daughter Aobh in marriage to him.

Relationships: Bodb Dearg is the eldest son of Dagda, and is the brother of Aengus Og, Brigid, Cermait, Finvarra and, and Midhir. He is also the father of two daughters: Aobh and Aoife.

Bran (the Blessed)

Bran was an enormous giant, who was King of Prydain, the Island of the Mighty.

Bran owns a magic cauldron capable of bringing the dead back to life, although any creature so raised was thereafter mute.

Related Myth: After Bran is mortally wounded in battle, he tells his companions to cut off his head and take it to Britain. Even after this is done, Bran's head continues to talk.⁶⁶ After

⁶⁴ Some accounts state that Aed is Dagda's son.

⁶⁵ No explanation is given as to why Dagda didn't just throw Aed into his cauldron to resurrect him. (We can logically infer Aed was in Glory Status 6 at the time.)

⁶⁶ There is a correlation between the heads of Bran the Blessed and the Nordic Mimir, both of which continue to talk after being severed.

many years, the head is buried under the White Hill⁶⁷ facing France, so that it can maintain a vigil against invasion.

Relationships: Bran is the son of Lir and Penarddun, and is the brother of Branwen, Manannan, Nisien, and Efnysien.

Brigid

Brigid is a goddess of divination with three aspects, all of which go by the same name. In shrines devoted to Brigid, a flame is always kept continually burning, which represents the light and inspiration she brings to the world.

Brigid's first aspect is as the goddess of handicrafts, learning, and poetry. Her second aspect is as the goddess of metal working. Finally, Brigid's third aspect is that of goddess of fertility and healing.

Relationships: Brigid is the daughter of Dagda, and the sister of Aengus Og, Bodb Dearg, Cermait, Finvarra, and Midhir.

Cermait

Cermait had an affair with Lugh's wife, Buach. Being royally⁶⁸ peeved, the Tuatha king killed him. Dagda wept tears of blood at his son's murder, and resurrected Cermait using his magic club.

Relationships: Cermait is the son of Dagda, and is the brother of Aengus Og, Bodb Dearg, Brigid, Finvarra, and Midhir. He is also the father of a triad of sons: Cethur, Ethur, and Tethur.

Cethur, Ethur, and Tethur

Cethur, Ethur, and Tethur were the last of the Tuatha kings. They were brothers who were the sons of Cermait.

Related Myth: When Lugh killed their father, the three exacted their revenge by killing Lugh and overthrowing his throne. In so doing, they seized the kingship of the Tuatha de Danann, and took turns ruling over the course of thirty years. They were the last Tuatha kings before the Milesian invasion which ended the Tuatha reign over Ireland.

Relationships: Cethur, Ethur, and Tethur are a triad of brothers who are the sons of Cermait. They married the triad of women representing the spirit of Ireland: Eriu, Bonba, and Fodla, respectively.

Dagda

Dagda is a god of earth, fertility, wisdom, fatherhood, and magic with power over life and death. He is also known as Eochaid Ollathair, or "All Father"⁶⁹.

Dagda was a King and is a powerful Druid of the Tuatha. He is also accomplished bard, who plays a magical harp named Daur da Bláó, literally "Oak of Two Blossoms", which can perform on its own, and with which Dagda can manipulate men's emotions and cause the seasons to transition from one to the next.

Dagda owns a magical cauldron⁷⁰ named Coire Dagdae. This cauldron can magically produce an unlimited quantity of food. If a wounded man is placed in it, the cauldron will heal all of their wounds. If a corpse is placed inside, the cauldron will resurrect it.

Dagda wields an enormous club, named Lorg Mor. It deals death to whomever it strikes. But, its other end restores life to whomever it touches⁷¹. The club is so heavy that it requires eight men to carry it, although Dagda has no trouble wielding the weapon himself.

Dagda is depicted as a giant bearded man who wears the hooded cloak of a peasant. He is portly, waddles as he walks, and is described as having an astonishing appetite.⁷² Despite his unattractive appearance, Dagda's sexual prowess is also said to be unmatched.⁷³

Related Myth: In an attempt to disable Dagda before an upcoming battle, the Fomorians prepared him a meal. It was enough to fill eighty cauldrons, and consisted of fat, milk, and oats in which were boiled whole goats, sheep, and swine. The resulting stew was poured into a deep hole in the ground, and described to Dagda as merely being a bowl of porridge. Dagda grabbed an enormous spoon in which two men could fit, and ate the whole meal with gusto. He even ran his fingers around the edge to get every last drop. His hunger satiated, Dagda looked to satisfy his other needs, and seduced a nearby Fomorian woman. She was so astounded at his skills as a lover, that she switched sides and used her witchcraft in service of the Tuatha in the impending fight.

Relationships: Dagda is the son of Eladu and Danu. His wife has three aspects, named Breng ("Lie"), Meng ("Guile"), and Meabel ("Disgrace"), with whom he fathered a daughter with three aspects, all named Brigid. He also has a lover named Ethniu, with whom he fathered the hero Aengus Og. Dagda is also the father of Aed, Ainge, Bodb Dearg, Midhir, and Oghma⁷⁴.

Danu (Dôn)

Known as Dôn by the Welsh, Danu is a mother goddess after which the Tuatha de Danann are named. Little is known about her, although she may be a representation of the Earth Mother. Her primary importance stems from the fact that the Tuatha de Danann are her progeny.

Relationships: Danu is the sister of Math, and the mother of Dian Cecht, Dagda, Goibniu, and Nuada.

Dian Cecht

Dian Cecht is the healer of the Tuatha de Danann. He is associated with the Well of Slaine, a magical healing spring capable of mending any wound, whose location Dian Cecht kept secret. The spring is apparently incapable of regenerating lost limbs, though, as Dian Cecht was unable to

67 Believed to be where the Tower of London is now located.

68 Literally.

69 Dagda is sometimes equated with the Nordic Odin.

70 Dagda's cauldron reemerges in Arthurian legend as the Holy Grail.

71 Dagda's club reappears in Arthurian legend as the Spear of Longinus.

72 Truly a deity in the author's image.

73 Indeed.

74 Dagda is both father and brother to Oghma.

completely restore Nuada's hand despite his best efforts. He was able to animate a prosthetic hand crafted from silver, though, which Nuada used to good effect in battle. His skills were not sufficient to restore Nuada to his throne, though, as the Tuatha king must be physically perfect.

Dian Cecht covets his healing knowledge, though, seeing the healing arts of others as a threat to his own status within the Tuatha hierarchy.

Related Myth: Dian Cecht's own son, Miach, outshone him when using magic to regenerate Nuada's lost hand. In a jealous rage, Dian Cecht killed Miach for so publicly demonstrating his superior abilities. Similarly, when his daughter began sorting all of the world's herbs by their healing properties, Dian Cecht destroyed all her careful research. With this act, he robbed mankind of the knowledge of her magical medicines.

Relationships: Dian Cecht is the son of Dagda and Danu, the brother⁷⁵, Lir, Nuada, and Ogma, and the father of Airmed and Miach.

Ernmas

Ernmas is a mother goddess of the Tuatha de Danann. She was a farmer and gave birth to some important deities, but not much else is known about her.

Relationships: Ernmas is the mother of the three Morrighnu: Badb, Macha, and Nemain; the three Spirits of Ireland: Eriu, Bonba, and Fodla by Delbaeth; as well as Fiacha.

Fand

Known as "Pearl of Beauty", Fand is a minor sea goddess of earthly pleasures and healing. She is also a faery queen of renowned beauty. Fand is also a shape-shifter, who is prone to take the form of a sea bird along with her sister, Liban. When they fly together in this way, they are accompanied by a whole flock. All of the birds are tethered together with silver chains, except the two sisters. The chain tying them to one another is golden.

Related Myth: One day, while Fand and Liban sister were out flying, they encountered Cuchulain. He was so enamored by the birds that he wanted to take one home for his wife, Emer. So, he threw a stone, and wounded Fand's wing. Infuriated by his insolence, she and her sister transform back into human form. Unwilling to fight back against such beauties, the women bludgeoned Cuchulain to within an inch of his life. Despite the rough treatment, Cuchulain became obsessed with Fand's allure, despite already being married.

His beating was so severe, it took Cuchulain a full year to recover. During this time, Manannan left Fand, and a group of Fomorians attacked her to gain dominance in the Irish Sea. Despite her having brutalized Cuchulain (who had not fought back), Fand was no warrior, and could not put up much of a defense.

Having no other recourse, Fand sent her sister Liban for ask help from Cuchulain. He responded that he would only do so if Fand agreed to marry him. In desperate need, Fand agreed.

Cuchulain prevailed against the Fomorians, and Fand fell deeply in love with his bravery. They became lovers. Their relationship was short lived, though. Fand's former husband, Manannan knew that a union between the mortal and faery realms would mean doom for the fey. So, he spread his cloak of mist between the two and parted them, causing Fand to lose all memory of her mortal lover. Manannan also arranged for the druids to provide Cuchulain and Emer potions of forgetfulness⁷⁶, so the memory of the affair would fade from their minds.

Relationships: Fand is the daughter of Aed and Flidais, and the sister of Aengus⁷⁷ and Liban.

Finvarra

After the defeat of the Tuatha de Danann by the Milesians, Finvarra became the benevolent, gracious, and wise king of the Daoine Sidhe⁷⁸, a segment of the defeated Tuatha that fled underground. He is also sometimes considered the King of the Dead. Finvarra is also a fertility god, who enables good harvests.

Finvarra is a handsome man, with golden hair. He is renowned for his fondness and seduction of beautiful young mortal women.

Finvarra is an accomplished chess master, and will accept any challenge to his skill, on the condition that the loser of the game give the winner anything that is asked. The only restriction on the request is that the individual is actually capable of providing it.

Relationships: Finvarra is the son of Dagda, the husband of Una, and the brother of Aengus Og, Ainge, Brigid, Bodb Dearg, and Midhir.

Lir

Also known as Llyr⁷⁹, Lir is the sea god of the Irish Celts, and the father of Manannon. Liar was angry when Bodb Dearg was chosen to be the king of the Tuatha de Danann after the Milesean defeat. So, Bodb compensated Llyr by providing his daughters as his wives. First, Aobh, and, after she died, Aoife.

Relationships: Lir is the son of Danu and Elatha⁸⁰, the

76 In game, this corresponds to a Philter of Amnesia.

77 Not to be confused with Dagda's son Aengus Og.

78 The Daoine Sidh are described in detail in [Celtic Creatures and Nordic Nightmares](#) under Elf.

79 Llyr is Lir's counterpart in Welsh mythology, who was the father of Manawydan fab Llyr. The two grouping of deities are so closely correlated, that they are treated here as the same entities. Llyr and his family were in frequent conflict with the Children of Don, the Welsh counterparts of the Tuatha de Dannan. As such, the House of Lir could reasonably be split out as a separate faction from the rest of the Tuatha. But, Lir is the son of Danu and is often named among their tribe, so we group them here with the Tuatha.

80 Some sources state that Lir is the son of Midhir.

75 Dian Cecht is also the brother of Dagda, which means his mother, Danu, is also his grandmother.

husband of Aobh and Aoife, and father of Aed, Bran, Branwen, Conn, Efnysien, Fiachra, Fionnuala, and Manannan.

Lugh (of the Long Arm)

Lugh is a god of crafting, a fierce combatant, and the Ollam Erenn, the chief bard of the Tuatha de Danann. He also earned the title of Samildanach (“Skilled in many arts”). He was not the best wright, smith, champion, harper, hero, poet, sorcerer, or doctor. But, he is the only Tuatha with all these skills.

Lugh’s appearance is sometimes so brilliant, that none can bear to look on him. It was prophesied that when Lugh first appeared, it would mean the downfall of the Fomorians.

Lugh’s sling, named Cloich Tabaiil (“Sling-Stone”), is the rainbow, which he used to slay Balor. He also carries a shield named Dubán, and wears a helmet capable of making him invisible.

Lugh wields a magical spear named Gail Assail. Its tip bursts into flame if it is not continually doused in water. When thrown, it always strikes its target and magically returns to its thrower’s hand. The spear is so eager for combat that, if left unused in battle, it will rise in the air and fight of its own accord. Because of his prowess with this spear, he earned the title Lugh Lamfada, or “Lugh of the Long Arm”.

Relationships: Lugh is the son of Cian and Ethniu, and the grandson of Balor. He was also the foster son of the Firbolg queen Tailtiu.

Manannan

Also known as Manawydan, Manannan is a Celtic sea god⁸¹. He is a shape-shifter and a powerful illusionist. He is also an accomplished bard whose songs produce magical effects, and he has control over the ocean’s weather and waves.

Manannan is usually depicted as a man wearing a green cloak with a silver clasp, a satin shirt, a golden headband, and gold sandals.

Manannan rides a horse named Enbarr (of the Flowing Mane), which can run faster than the wind over both land and sea. When traveling across the sea, Manawydan is sometimes surrounded by an illusion that the sea is a vast plain of lovely flowers, while he rides a chariot across it. The waves appear like bushes, the salmon like livestock, and the seaweed like fruit trees.

Manannan has a remarkably fast boat called Squabe Tuinne, or “Wave Sweeper”. It is a coracle, a circular bowl-shaped boat without sails propelled by oars.

Manannan ruled as king over the Otherworld island of Tir Tairngiri. He also became king of the Tuatha de Danann after their defeat by the Milesians.

Manannan wears a cloak of mist, which is capable of making

him invisible, and can cause forgetfulness in anyone he drapes it over.

Related Myth: Iuchra cursed Manannan’s wife, Aife, into the form of a crane after she rejected his advances. Aife remained in this form until she died, and Manannan fashioned a bottomless bag⁸² from her skin, known as the Crane Bag, which he carries with him. In it Manannan keeps the shears of Scotland’s king, the helmet of the king of Lochlainn, the bones of Assal’s pig, the girdle of a whale, and even his own house.⁸³

Relationships: Manannan is the son of Lir, and the foster father of Lugh.

Miach

After his sister, Airmed, found a way to bring Nuada’s severed hand back to life, Miach used his surgical prowess to reattach it to the god’s arm. Nuada had lost his throne to Bres due to the disfigurement, but was once again worthy to be king with his hand restored. Shortly thereafter, Bres died from poisoning and Nuada reclaimed his throne.

Relationships: Son of Dian Cecht and brother of Airmed.

Midhir

Midhir is the judge of the Tuatha, who dwelled in Tir Tairngiri while the Tuatha ruled Ireland, and in the mounds of Bri Leith after their defeat by the Milesians.

Midhir is depicted with blond hair and blue eyes, wearing a green mantle, a red or purple tunic. A gold brooch reaches from one shoulder to the other, and he carries a gold-rimmed silver shield on his back. He carries a five-pronged spear, and a gold band on his head.

Related Myth: While married to Fuamnach, Midir became obsessed with the beautiful Etain, whom he took as his second wife. This understandably upset Fuamnach, who cursed Etain in her anger. Fuamnach transformed the young woman into a series of forms: water, a worm, and a butterfly. In the last form, Etain fell into the drink of a woman, and was gulped down. The woman became pregnant, and Etain was reincarnated as a beautiful infant girl, also named Etain. The girl grew up, and married the King of Ireland, Eochaid Airem.

When Midhir heard of the beauty of Eochaid’s new wife, he went to see her and knew his beloved Etain had been reborn. Midhir challenged Eochaid to many games of chess, in which the loser had to provide whatever boon the winner desired, with the condition that the request had to be something the loser could provide. Unfortunately, Eochaid was an exceptional chess master, and Midhir kept losing. Over many days, Midhir ended up providing Eochaid with myriad prizes: fifty horses, fifty boars, fifty swords with golden hilts, fifty swords with ivory hilts, fifty cows with

81 In Arthurian legend, Manannan mac Lir appears as Barinthus, the ferryman who took Arthur to Avalon after he was mortally wounded.

82 Which is sometimes taken to represent the bottomless sea itself.

83 Modern scholars take the bag’s contents to actually represent various runes of the Oghmic alphabet. So, what Manannan was actually carrying was the skill of writing itself.

calves, and fifty three-headed rams. But, the persistent Midhir finally won a game.

As his reward, Midhir demanded a kiss from Eochaid's new wife. This request did not sit well with Eochaid, but his honor demanded that he provide it, and so he relented. As soon as Midhir had Etain in his embrace, he transformed them both into swans, and they flew away.

Relationships: Midhir is the son of Dagda and the brother of Aengus Og, Bodb Dearg, Brigid, Cermait, and Finvarra. He is the husband of Fuamnach⁸⁴.

The Morrigan

The Morrigan, or the Three Morrigna, are a group of three war goddesses. They are often collectively referred to simply as Morrigan, though, and are sometimes treated as being three aspects of a single goddess. Either way, they are named Badb, Macha, and Nemain, and they control the fate of men in war. The goddesses are called on for prophesies of disaster, to foretell the outcomes of battle, and to arouse ferocity in allies and fear in enemies

The trio frequently influence conflicts through magic that calls up fog or lightning-streaked downpours, or which induces confusion and fear in combatants.

Relationships: The Three Morrigna are all daughters of Ernmas.

Badb

Badb, whose name means "Crow", is also sometimes called Badb Catha, or "Battle Crow". She represents war and death, and instigates fear and chaos in battle. She foretells approaching doom by appearing as a hag before battles and emitting loud, despondent wails, or washing the bloody clothes, armor, and weapons of those about to die in nearby streams.⁸⁵ At other times, she is seen on the battlefield in the form of a screaming raven or hooded crow, or even as a bloodthirsty warrior participating directly in the carnage. Badb is a shape-changer, and sometimes appears as an alluring young woman insatiably lusting after men.

Related Myth: The hero Cuchulainn encountered Badb in the form of a red-haired woman wearing a red cloak. She was in a chariot being pulled by a horse with only one leg. The equine was drawing the chariot by a long pole that was thrust through its body and which protruded out of its forehead. The pole had a peg at the end that secured it in place. When Cuchulainn asked who she was, Badb only spoke in riddles. This infuriated the hero, who leaped onto the chariot. But, the moment he touched it, the carriage vanished. The hero found himself sprawled on the ground looking up at a crow circling overhead.

Macha

Macha is the goddess of sovereignty, and is therefore associated with the rule of kings and queens, their lands, and its fertility. War and the uses of horses in war are also in her purview.

Nemain

Nemain represents the frenzy of war. Her war cry is so calamitous that it can kill a hundred men from fear and trembling alone.

Nuada (of the Silver Hand)

Known as Lludd by the Welsh, Nuada was the King of the Tuatha de Danann before they traveled to Ireland.

Related Myth: Nuada tried to negotiate with the Fírbolgs who were initially occupying Ireland, and demanded that half of Ireland be given to the Tuatha de Danann. Understandably, the Fírbolgs refused, and the two sides went to war. In the First Battle of Moytura, Nuada's right hand was cut off by Sreng. It was replaced by a silver prosthetic by the skills of Dian Cecht and Credne. From that point on, the god was known as Nuada of the Silver Hand.

But, the King of the Tuatha de Danann must be physically perfect. So, the Tuatha was deemed unworthy of continuing his kingship, and the half-Fomorian Bres was selected to take over his rule. Bres was a tyrant, though. After seven years of Bres's rule, Nuada's hand was fully restored, and the Tuatha eagerly accepted him back as their king. Bres didn't agree to this transition, of course, and the schism led to the Second Battle of Moytura.

Relationships: Nuada is the son of Beli⁸⁶ and Danu, and the father of his son Gaible.

Ogma

Ogma the god of eloquence, poetry, charm, incantation, and magic. He is among the wisest of the Tuatha, and is a valued adviser. Perhaps his biggest impact was in creating the Celtic Oghamic alphabet, which is named after him. One of Ogma's primary responsibilities is to guide the souls of the recently departed to the Otherworld where they will spend eternity.

Ogma is often depicted carrying a club and bow, and is sometimes shown wearing a lion skin cloak⁸⁷. Chains sometimes extend from his tongue to the ears of nearby figures, which indicate how captivating his speech can be.

Relationships: Ogma is the son of Danu and is the father of Tuireann.

⁸⁴ Some sources state that Midhir is the father of Lir.

⁸⁵ There is a correlation here with the Banshee, described in [Celtic Creatures and Nordic Nightmares](#).

⁸⁶ Actually, the Welsh Lludd is the son of Beli. The father of Nuada is unspecified in the Irish texts. But, in the game, Nuada and Lludd are interpreted as the same character.

⁸⁷ This depiction has a strong Roman influence, in that it bears a striking similarity to Heracles.

The Spirit of Ireland

Eriu, Bonba, and Fodla are a triad of goddesses who represent the spirit of Ireland, and were the last of the Tuatha queens.

Related Myth: After the Tuatha fled from their Milesian defeat, the three sisters stood alone defending the land. Using their magic, they took a heavy toll on their enemies. But, the Milesians were too powerful. When they saw their cause was doomed, the three sisters offered their surrender if the land would be named after them. The Milesians agreed. Having been most impressed with Eriu's death magic in their struggles, they named the island Eriu's Land, which later evolved into the name Ireland.

Relationships: Eriu, Bonba, and Fodla are a triad of sisters who are the daughters of Daelbaeth, who was king over an alliance between the Fomorians and Tuatha de Danann. They married the triad of men who were the last of the Tuatha kings: Cethur, Ethur, and Tethur, respectively.

The Tri Dee Dana

The Tri Dee Dana are three brothers representing the great craftsmen of the Tuatha de Danann.

Relationships: Credne, Goibniu, and Luchtaine are all sons of Tuireann and Brigid⁸⁸.

Credne

Credhne is the Tuatha's master tinkerer, who works soft metals: gold, silver, brass, and copper. When Nuada lost his hand, Credne fashioned a new one from silver.

Goibniu

Goibniu leads the Tri Dee Dana and is the foster father of Lugh. He is the Tuatha's master blacksmith, who works all of the hard metals. As such, he forges their swords, the tips of their spears, and the heads of their axes. He is very close to his uncles Dian Cect and Nuada, and with is grandfather Ogma, who he accompanies in battle and on various adventures. Their bond is often described as brotherly.

Luchtaine

Luchtaine is the Tuatha's master woodworker and carpenter. As such, he crafts the shields and spear shafts for the Tuatha.

Tuireann

Also known as Turenn, Tuireann's primary role in Celtic mythology is as the ancestor of a number of interesting characters.

On the positive side, he is the father of the three great craftsmen of the Tuatha, known as the Tri Dee Dana.

On the downside, Tuireann is the father of Brian, Iuchar, and Iucharba, who killed Cian, Tuireann's enemy. However, Cian was also the father of Lugh, who was the king of the Tuatha

at the time. This brought about Lugh's wrath, who demanded a heavy toll on their family for the crime.

Related Myth: As punishment for having killed Cian, Lugh sent Tuireann's three sons out on a quest to obtain specific treasures in preparation for the Second Battle of Moytura⁸⁹:

1. The Golden Apples of the Hesperides⁹⁰, which regenerate when eaten, and which heal the wounds and cure the sicknesses of anyone eating them.
2. The pigskin of the Grecian king Tuis⁹¹, which heals wounds, cures disease, and turns water into wine.
3. The wondrous spear of the Persian king Pisear, the Gail Assail, that later became Lugh's favorite weapon.
4. The horses and chariot of Dobar, king of Siogair, that can travel over both land and water.
5. The seven swine of king Easal of the Golden Pillars, which regenerate after being eaten.
6. Failinis, the magnificent lap dog of the king of Iruad, which causes wild animals to fall to the ground stunned upon seeing her.
7. The cooking spit of the women of Finchory⁹², an Otherworldly land below the sea.
8. Three shouts upon Midchain hill, to the north of Lochlann.

They succeeded in their quest. But, the last task foreshadowed the cries they would emit as they each received fatal wounds. Desperate to save his sons, Tuireann begged for Lugh's help in healing them. But, Lugh refused, and all three died. Tuireann then passed away of grief himself over their graves.

Relationships: Turieann is the son of Ogma, the husband of Brigid, by whom he is the father of the three great craftsmen of the Tuatha: Credne, Goibniu, and Luchtaine. He is also the father of Brian, Iuchar, and Iucharba by Danand.

Unaffiliated Celtic Gods

Albion, Gog, and Magog

Three giants, who were brothers. Albion was the first ruler of the kingdom of Albion, now the isle of Britain.

The three giants supposedly went south to fight Hercules⁹³ in his tenth labor, and were killed.

⁸⁹ This story is conveyed in *The Tragedy of the Children of Tuireann*. This litany of tasks that need to be fulfilled as retribution for past sins is an interesting Celtic analogue to the Twelve Labors of Hercules in Greek myth.

⁹⁰ The Apples of the Hesperides originates from Greek mythology, but makes an appearance here in Celtic myth.

⁹¹ Who was, apparently, a fan of American football.

⁹² Sometimes described as an island named Inis Cenn-phinne.

⁹³ This is an example of obvious Roman influence on Celtic mythology, which is quite common.

⁸⁸ Some contradictory sources indicate that Goibniu is the son of Danu, Tuireann's grandmother. We chose the less disturbing option.

Arawn

Arawn is the god of death, who rules Annwn, where the spirits of the dead dwell.

Many of the world's creatures originated from Annwn, including birds, deer, dogs, and swine. Although, these creatures did not always enter the Mortal Realm with Arawn's permission. Amaethon stole some of them and brought them to Ireland, which instigated The Battle of Trees, in which Amaethon defeated Arawn.

Math

Also known as Math fab Mathonwy, Math is a powerful Welsh king and a potent mage.

Related Myth: For some unspecified reason, Math must always prop his feet up in the lap of a virgin when he is not at war.⁹⁴ Originally, this honor of being Math's foot-holder was given to the lady Goewin. But, Gilfaethwy, Math's nephew, became enamored with Goewin's beauty. So, he sought Gwydion's help.

They knew that Pryderi, king of Dyfed, had recently been given a herd of swine by Arawn, a form of livestock that had never before been seen in the Mortal Realm. With this knowledge, they conspired to start a war between Math and Pryderi.

They disguised themselves as bards and visited the Dyfed king. While there, they offered the king a high price for his pigs: twelve greyhounds with gold collars, twelve stallions, and twelve shields fashioned from gold. Pryderi was impressed with their offer, and agreed to the deal. Being an exceptional mage, Gwydion magically conjured the payment later than night. He presented it to the king the next morning, and Pryderi was quite pleased with the exchange. After collecting the swine, Gilfaethwy and Gwydion set out quickly, because Gwydion knew that the spell would soon expire. Sure enough, in two days, the whole assortment vanished, and Pryderi was furious. He set out after the thieves with his army, and followed them to Math's kingdom. Needless to say, Math was not pleased to see an invading army approaching his castle. So, he met them in battle.

This, of course, was the plan of Gilfaethwy and Gwydion all along. With Math out of the way, the virginal Goewin was unprotected. So, they kidnapped the young woman and took turns ravishing her.

Meanwhile, the battle between Math and Pryderi didn't go well. Neither side could gain the upper hand, and the two armies were at a stalemate. Pryderi agreed to duel Gwydion single-handedly to resolve the situation. But, in the one-on-one combat, Gwydion used his magic dishonorably to easily kill Pryderi.

When Math found out what Gwydion and Gilfaethwy had done to Goewin, he was mortified. With his anger unleashed, Math summoned his own magic, which overpowered

Gwydion's own magical defenses, and cursed the two of them. He transformed the pair into animals, each a different sex than the other, and compelled them to ravish each other and produce offspring every year, for three years. The first year they spent as deer; the second they spent as pigs; and the third they spent as wolves.

Math made Geowin his queen, as recompense for the crime she suffered while in his care.

Relationships: Math is the brother of Danu⁹⁵, and the husband of Geowin.

Myrddin

Myrddin is a Wizard⁹⁶ of exceptional power, as he was the offspring of a human mother and an incubus⁹⁷.

Related Myth: Vortigern, king of Britain, tried to build a tower on the wooded hill of Dinas Emrys. Unfortunately, the hill was prone to earthquakes, and the tower collapsed.⁹⁸ The hill was in a strategic location, so Vortigern built another tower, stronger than the previous one. Again, the tower collapsed.⁹⁹ Vortigern's advisers told him it was absolutely crucial that he have a fortress there. So, Vortigern built yet another, even stronger tower. But, the earthquakes proved too harsh, and this tower collapsed as well.¹⁰⁰ His advisers then told the king that the life of a fatherless child needed to be sacrificed to ensure the tower's stability. As Myrddin was fathered by a demon, the wizard was seen as the obvious choice. Myrddin found this suggestion to be rather poorly thought out, and decided to look into the situation. He inspected the hill, and came to the conclusion that the hill contained a large underground cavern with a pool in which two dragons battled, one white and the other red. It was they who were causing the earthquakes. To prove his case, Myrddin had a tunnel dug into the hill. A cave was exposed, and two dragons emerged: one red and one white. The pair were engaged in a vicious fight, and continued to battle as they departed. Myrddin explained that the red dragon represented the forces of the British Isles, while the white represented the forces of the Saxons. Myrddin then declared Vortigern's advisers to be incompetent, and if Vortigern wished to drive the Saxons out of Britain, he must refrain from building a fortress on that hill. Vortigern executed his advisers for their foolishness, and abandoned his building plans. As the hill had a spectacular view of the surrounding area, and the real estate was now available for new construction, Merlin, of Arthurian fame, built his own tower on the spot.¹⁰¹

Relationships: Myrddin is the son of a demonic father and a human mother, named Aldan.

95 Math is actually the brother of Don, who is the Welsh equivalent of Danu.

96 Myrddin appears in Arthurian legend as Merlin.

97 The incubus is a type of demon, which is described in detail in [Celtic Creatures and Nordic Nightmares](#).

98 The Pythonesque tower sank into the swamp.

99 Then sank into the swamp.

100 It burned down, fell over, and then sank into the swamp.

101 But the fourth one stayed up!

94 It's good to be king.

The Egyptian Culture

The Egyptian mythology is an incredibly complex one. It has a multiplicity of gods whose powers seem to shift and merge throughout the ages. Despite the numerous temples existing and the plethora of uncovered tombs, little is known about the specific beliefs and customs associated with each deity. The few legends that have been gleaned from hieroglyphic translations had to be pieced together from many sources. Apparently, the legends were so well known, the Egyptians didn't see the need to write them down in detail.

One aspect of the Egyptian religion is clear. The deities obviously originated as simple animal gods whose form had nothing to do with that of men. Over time, however, the gods were depicted more and more with human attributes until they finally evolved into human forms retaining only the heads of the former animal deities. Finally, in Egypt's later periods, the gods were given purely human forms and blended together into mere aspects of the single, all-powerful sun god Ra.

Most of the legends of the Egyptian mythology center around the tension and struggle between Osiris's family (including Isis and Horus) and Set, the god of strife, disorder, and evil. The stories tend to support the Egyptian view of the pharaoh as a god and lend credibility to his supreme rule.

The Egyptian Cultural Faction

Arch-Enemies: Jewish Culture, Mesopotamian Culture, Roman Culture

Description: The Egyptians were pragmatists to whom abstract thought was less important than specific solutions to real problems. The many temples and pyramids scattered throughout Egypt testify to their problem-solving abilities.

- "The gods are immortal."
- "The Pharaoh is a living god."
- "A criminal's family shares his punishments."
- "There is more than one answer to any question."
- "All men are equal under the law, except for slaves."
- "Evil deeds are cleansed from the soul by good deeds."
- "The gods grant eternal life to those judged as having done more good than evil."

Egyptian ethics were codified into 42 ideals known as the Principles of Ma'at. It was against these principles that a man's heart would be weighed after death to determine if they were worthy of an afterlife:

- "I have not committed sin."
- "I have not committed robbery with violence."
- "I have not stolen."
- "I have not slain men or women."
- "I have not stolen food."
- "I have not swindled offerings."
- "I have not stolen from God."
- "I have not told lies."
- "I have not carried away food."
- "I have not cursed."
- "I have not closed my ears to truth."
- "I have not committed adultery."
- "I have not made anyone cry."
- "I have not felt sorrow without reason."
- "I have not assaulted anyone."
- "I am not deceitful."
- "I have not stolen anyone's land."
- "I have not been an eavesdropper."
- "I have not falsely accused anyone."
- "I have not been angry without reason."
- "I have not seduced anyone's wife."
- "I have not polluted myself."
- "I have not terrorized anyone."
- "I have not disobeyed the Law."
- "I have not been excessively angry."
- "I have not cursed God."
- "I have not behaved with violence."
- "I have not caused disruption of peace."
- "I have not acted hastily or without thought."
- "I have not overstepped my boundaries of concern."
- "I have not exaggerated my words when speaking."
- "I have not worked evil."
- "I have not used evil thoughts, words or deeds."
- "I have not polluted the water."
- "I have not spoken angrily or arrogantly."
- "I have not cursed anyone in thought, word or deeds."
- "I have not placed myself on a pedestal."
- "I have not stolen what belongs to God."
- "I have not stolen from or disrespected the deceased."
- "I have not taken food from a child."
- "I have not acted with insolence."
- "I have not destroyed property belonging to God"

Egyptian Titles

Social Status	Title
Royalty	Pharaoh (King) / Queen Prince / Princess
Nobleman	Nomarch Pagarch

Egyptian Setting

Egyptian Avatar Races & Lineages

Babi, Ba-Neb-Tettu, Hermanubis, Human, Taurine, Ubasti

Iconic Egyptian Armor Pieces

Leather Cuirass, Scale Cuirass, Shields

Iconic Egyptian Weapons

Axes, Daggers, Khopeshes, Maces, Short Spears, Staves

Medium Bows, Short Bows, Slings

Iconic Egyptian Classes

Sem Priest / Priestess, Wab Priest

Other Initiate Classes

Acolyte, Animist, Apothecary, Bandit, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Demagogue, Desert Nomad, Enforcer, Foot Soldier, Grave Robber, Hood, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Oracle, Peasant, Prospector, Sailor, Scholar, Scoundrel, Second Story Man, Sectarian, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Cleric, Con Artist, Crafter, Creationist, Cult Leader, Demonologist, Docent, Elder, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forger, Geomancer, Healer, Hierarch, High Priest / Priestess, Highway Robber, Horseman, Hydromancer, Iconoclast, Illusionist, Jomsviking, Kabbalist, Knave, Knife Thrower, Knight, Knight-Errant, Lapidary, Maenad, Magician, Magus, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Dervish, Master Glass Smith, Master Horseman, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Naval Officer, Necromancer, Patriarch / Matriarch, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Reaper, Sharpie, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Totemic Adept, Totemic Master, Trap Specialist, Warlord, Warrior, Wise Man / Woman, Zealot

Egyptian Cultural Perks

Members of this culture automatically gain the following abilities.

Gifts

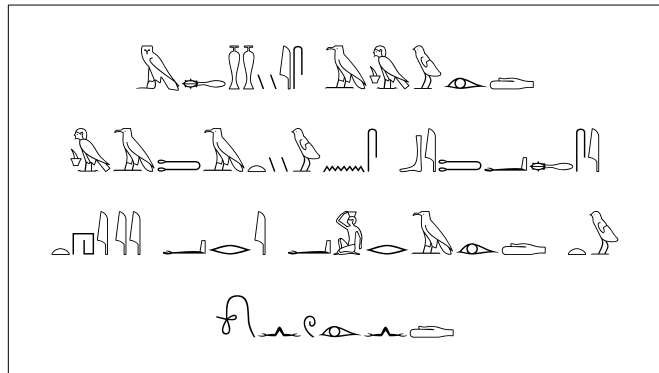
Desert Wisdom, Speaking Egyptian

Martial Weapons

Reviewed (+1) in: A single Iconic Egyptian Weapon of the character's choice.

Egyptian Hieroglyphics

The ancient Egyptians used an extremely complex pictographic alphabet known as hieroglyphics. It had no standard direction in which it was written. So, lines of text have been found written left to right, right to left, top to bottom, and bottom to top. The Hieroglyphics Cipher Table¹⁰² provides a convenient mapping between some of the hieroglyphic symbols and the Latin alphabet, so that hieroglyphic ciphers of English text can be easily incorporated into game play.



¹⁰² The hieroglyphics on the table are authentic Egyptian symbols (taken from Unicode). The mapping to the Latin alphabet is mostly based on phonetics, although a few liberties were taken to fill gaps.

Hieroglyphics Cipher Table

A	B	C	D	E	F	G	H	I
J	K	Ks	L	M	N	O	P	Q
R	S	sh	St	T	U	V	W	X
Y	Z							
1	2	3	4	5	6	7	8	9
10	20	30	40	50	60	70	80	90

Egyptian Mythology

Egyptian mythology arose in the lands surrounding the Nile River in northern Africa, and evolved slowly over the course of millennia. It started as a form of animal worship, in which the gods took the forms of the various creatures native to the area, who were sometimes depicted as being animal/human hybrids. Different towns and villages up and down the Nile originally gave these gods different names. But, as time passed, the gods of neighboring regions with similar characteristics were either viewed as being the same god with different names, or as one god being an aspect of another. This process was repeated over and over again until a nearly monotheistic religion arose across all of Egypt centered around the deity Amun-Ra.

The Egyptian Pantheons

Hereafter are listed the pantheons of the Egyptian mythos

The Egyptian Pantheon of Isfet

Isfet is the term used by the ancient Egyptians to refer to Chaos. This concept was principally embodied in Apophis, the Egyptian god of Chaos. As such, Apophis is presented here in his own distinct pantheon.

Apophis

Also known as Apep, Apophis is the embodiment of Chaos in the form of a gigantic serpent, and is sometimes said to encircle the entire world¹⁰³. He is the enemy of truth and light, and is Ra's nemesis. As such, Apophis has the titles of "Lord of Chaos", and "Evil Dragon"¹⁰⁴. Fortunately, Apophis is confined to the Underworld. Both his roar and movements cause earthquakes.

As the personification of the Sun, Ra enters the Underworld every night as the Sun sets in the West at a mountain known as Bakhu. While there, Apophis tries to mesmerize Ra and his entourage with his powerful gaze. Apophis is capable of hypnotizing everyone except Set, who has the strength of will to resist his magic. When that fails, Apophis tries to engulf Ra's barque in his enormous maw, and Ra must battle him directly. Every night, Ra journeys through to the Eastern horizon where he overthrows Apophis once again and rises into the sky. It was the sacred duty of the Egyptian priests to cast spells and pray to Ra every night to assist him and his companions in fighting the great serpent.

Relationships: Apophis came in to being at Ra's birth, being formed from Ra's umbilical cord.

¹⁰³ In this regard, Apophis in the Egyptian version of the Ouroboros, playing a role in mythology very similar to that of the Nordic Jormungandr.

¹⁰⁴ As the dragon of Chaos, Apophis plays a role in Egyptian mythology similar to that of Tiamat in Mesopotamian mythology.

The Egyptian Pantheon of Ma'at

Ma'at is an ancient Egyptian concept incorporating harmony, law, morality, order, and truth. With the exception of Set, the Egyptian gods actively support these values, and therefore form the foundation of civilization. Although there is often conflict between these deities, they do all band together when Chaos threatens to arise. As such, they are grouped together in a single pantheon.

Amun (Amun-Ra)

Amun, whose name means "The Hidden One", was the patron god of Thebes. Over time, as Thebes exerted more influence over the rest of Egypt, his status elevated to that of king of the gods.¹⁰⁵ Amun was depicted as a man, a ram (with curved horns), or a ram-headed man (again, with curved horns). Often he was illustrated with blue skin.

The theology of Amun was eventually merged with that of the Sun god, Ra, and he was renamed to Amun-Ra. When this happened, Amun-Ra began to be viewed as a solar deity. As his popularity grew, more and more aspects of other deities were incorporated as aspects of Amun-Ra. This process continued to such an extent that his worship *almost* transformed Egyptian mythology into a monotheistic religion.

Amun-Ra was also considered to be a creator god, on par with Ptah. In fact, Amun, Ptah, and Ra were eventually considered to be three aspects of a single god. Ra represented the face of this deity, Ptah his body, and Amun his name.

Relationships: Amun is the husband of Amaunet.

Anubis

Anubis is the Egyptian god of death, who sometimes went by the name Anpu. He presides over all funerary practices, including embalming, mummification, and the creation and protection of tombs. He was considered the ruler of the Underworld until Set killed Osiris, and Osiris took his throne. Even so, Anubis defended the corpse of Osiris from being desecrated by Set. The two engaged in a furious battle, in which Anubis subdued Set, ripped off his skin, and wore it as a warning to never challenge his dominion over the dead. From that point forward, his priests wore leopard skins to commemorate the struggle.

In any case, Anubis presided over weighing souls. When a person died, their soul would be guided by Anubis to the entrance of the Underworld.¹⁰⁶ There, the soul would be weighed on scales against an ostrich feather, representing truth. If the person had lived a good life, their soul would be

lighter than the feather and would be allowed entrance, thus granting it eternal life. If they had been wicked, their soul would be heavy, and would be tossed aside. The discarded soul would be immediately devoured by a crocodile / hippo hybrid monster named Ammut.

Anubis is depicted as a black jackal, or a man with the head of a jackal.

Relationships: Anubis is son of Set and Nephthys.¹⁰⁷ He is the husband of Anput, the brother of Wepwawet, and the father of the goddess Kebechet.

Aten

Aten was originally just the sun disc, and was considered a mere aspect of the solar god Ra. However, Aten's stature was raised considerably by Pharaoh Amenhotep IV. He declared Aten to be the one and only god, and changed his own name to Akenaten. In this way, the worship of Aten represented one of the earliest of all monotheistic religions. Akenaten ordered the images of other Egyptian gods to be desecrated. A new city named Akhetaten where was constructed to house his primary temple. It lacked a roof, so that the rays of the sun could directly illuminate the grounds.

Needless to say, this edict did not sit well with the myriad other Egyptian temples at the time, who lost a great deal of political power as a consequence. But, the pharaoh was considered the high priest of the Egyptian religion. So, his decrees had the force of divine law. As long as Akenaten reigned, Aten was the supreme and sole Egyptian deity. As soon as he died, though, the temples immediately went back to worshipping their original gods, by the decree of Akenaten's son, Tutankhamun. Aten was still worshiped for about a decade after Akenaten's death. He was just no longer considered to be the only god, and his cult faded.¹⁰⁸

Aten is usually depicted as a golden disk with rays emanating from it, although he occasionally takes Ra's form of a falcon-headed man.

Relationships: Aten supposedly created the universe, and so had no parents. As there were no other deities with which to have relationships, his only relation was apparently Akenaten, who declared himself to be Aten's son.

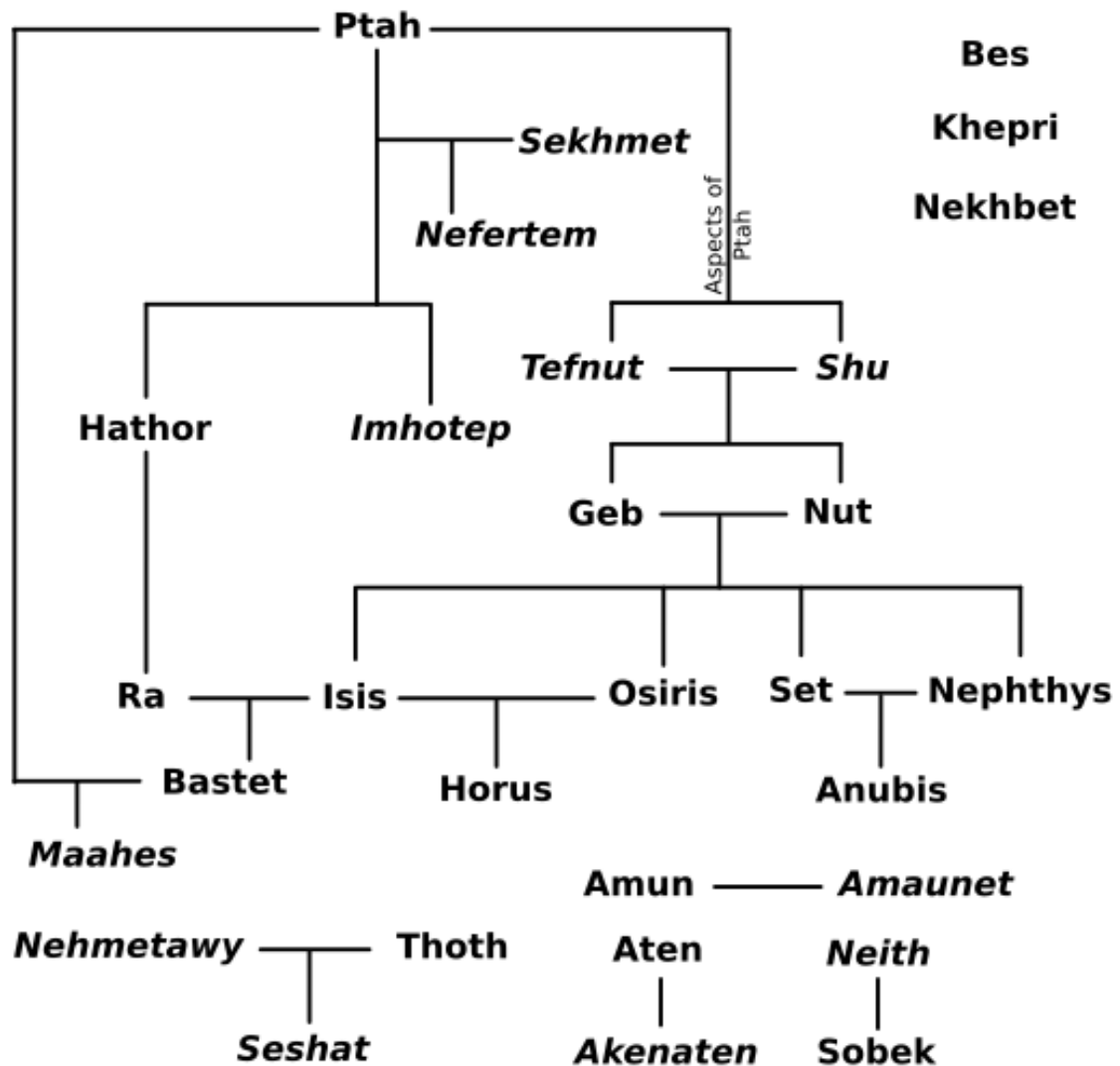
¹⁰⁵ As king of the Egyptian Gods, the Greeks associated Amun with Zeus.

¹⁰⁶ The Greeks associated Anubis with Hermes, who played a similar role in Greek myth. The Greeks gave Anubis the name Hermanubis, who reappeared centuries later in alchemical texts.

¹⁰⁷ Anubis's parentage is confused. Some sources state that he is the son of Ra or Osiris; others say that Bastet is his mother.

¹⁰⁸ You may want to interpret this in game as Aten's worship being driven underground, such that his followers had to form a secret cult to continue their religious practices.

The Pantheon of Ma'at



Bastet

Bastet is the patron goddess of the Egyptian city of Bubastis, located in the Nile's Delta. She is the guardian of Lower Egypt and is associated with protective ointments.¹⁰⁹

Whereas her father, Ra, represents the Sun and is symbolized by "The Eye of Ra", Bastet is also known as "The Eye of the Moon".

Bastet is depicted as a woman with the head of a feline, either that of a gentle house cat or that of a fierce lion. Her lion-headed form was named Sekhmet, and represented her

warrior aspect.¹¹⁰

Cats were highly revered in ancient Egypt. They were often mummified when they died, and buried in their owners' tombs to accompany them in the afterlife.

Relationships: Bastet is the daughter of Ra and Isis. She is Ptah's lover, and, by him, the mother of Maahes.

¹⁰⁹ The ancient Egyptians often fashioned jars containing ointments out of alabaster, and it is believed that the stone's name is derived from Bastet.

¹¹⁰ Sekhmet originated as a separate goddess, but was incorporated as Bastet's warrior aspect as her popularity grew.

Bes

Bes is a dwarfish god.¹¹¹ He is the protector of mothers, children, and the household. He accompanies Tawaret in residing over childbirth, where he has the responsibility of battling any evil spirits seeking to interfere.

Bes is depicted as a bearded dwarf. Most Egyptian deities are illustrated on walls with their heads in profile, as if observing the other elements of the illustration. But Bes 's entire face is shown as if looking straight out of the illustration, as if observing what is before him. This pose demonstrates the vigilance of Bes in guarding the surrounding area against demons.

Geb

Geb is the god of the earth¹¹² and the father of all snakes. He is the mate of Nut, goddess of the sky. As an earth god, Geb is responsible for the growth of all vegetation, particularly crops. Earthquakes were believed to be a result of his laughter.

Geb and Nut are often depicted together, with Nut forming the arc of the sky above a reclining Geb. Originally, Geb was shown as a human male, or a man with a snake's head. Usually, he carried a staff topped with the head of a jackal, and was sometimes illustrated with plants growing from his body. In Egypt's later dynasties, he was occasionally depicted as a bull, a crocodile, or a ram.

Relationships: Geb is the son of Tefnut and Shu, the husband of Nut, and the father of Isis, Nephthys, Osiris, Set. He is also the father of all snakes.

Hathor

Hathor is an Egyptian sky goddess with domain over love, sexuality, music, dance, motherhood, and everything feminine. As such, she is known as both the "Mistress of the Stars" and the "Mistress of Love". While the pharaohs were considered to be incarnations of Horus, the pharaoh's mother was considered to be an incarnation of Hathor. As a solar deity, Hathor also accompanies Ra on his golden barque while he sails across the sky.

Hathor is usually depicted as a woman wearing a headdress consisting of the solar disk flanked by two cow horns. At times, she is depicted as a cobra, a lioness, a cow, or as a woman with a cow's head.

Relationships: Hathor is daughter of Ptah and the wife Ra.¹¹³ Like Nut, Hathor is also considered to be the mother of Ra, giving birth to him every morning.

Horus

Horus is an Egyptian sky deity and is the god of Pharaohs. In fact, the Pharaoh was said to be Horus's incarnation sent to rule over mortals. As such, the Pharaoh is the high priest of all Egyptian religion, and is to be worshiped as a divine being.

Horus is depicted as a falcon, or as a man with a falcon head. His right eye represented the Sun, known as The Eye of Ra, and his left eye the Moon, known as The Eye of Horus.

Related Myth: Shortly before Horus was born, Set murdered Osiris, Horus's father, and usurped his throne as king of the gods. Set ruled unopposed while Horus grew up. But, when Horus became an adolescent, he battled Set for his throne. The two engaged in many devastating battles, with armies raised and lost on both sides, and both gods were grievously injured many times.

In one such encounter, Set tore out Horus's left eye. Prior to this both of his eyes shone equally brightly. Horus's right eye is the Sun, and the left is the Moon. After Horus lost his eye, Thoth managed to heal the wound. Even so, the Moon lost much of its luster. And, every month, the Moon wanes until it is completely gone, and Thoth must heal it again to revive it.

Horus grew tired of the endless battles with Set, and petitioned all the gods to declare him to be Osiris's rightful heir. Set had proven to be an absolute tyrant, and his lands had fallen into ruin. So, most of the gods agreed with Horus, and declared that he should be king.

But, Ra favored Set, both because Set was older and stronger than the young Horus, and because Set assisted Ra in his nightly battles with Apophis. Consequently, Ra was unconvinced by Horus's arguments, and the decision to replace a king had to be unanimous.

So, the gods petitioned Ptah¹¹⁴, the world's creator, for his divine judgment, which all the gods would accept. But, Ptah remained silent on the matter.

Isis then disguised herself as a beautiful young woman and entered Ptah's pavilion where all the gods were feasting. She sat down, taking care to make sure that only Set could see her, and began crying. When Set beheld her, he was enamored by her beauty, and asked what disturbed her. She explained, "My husband was a herdsman who was murdered, leaving me with a son to care for. But, the murderer stole my husband's cattle, beat my son, and cast us from his lands. I do not know what to do." To this, Set declared, "This is an outrage! Your cattle and lands should be returned to you immediately!" At that, Isis threw off her disguise, and declared that Set had pronounced his own judgment.

111 Bes is sometimes personified as a dwarfish woman. In this form, she is known as Beset.

112 Geb is unusual, in that most mythologies represent the life-giving deity of the earth as a woman.

113 Although, as the goddess of sexuality, Hathor is quite libidinous and has affairs with many other gods.

114 The original source text states that the creator god Atum was the dissenting voice. But, Atum and Ptah were the creator gods of competing Egyptian creation myths, and the two gods were conflated as being the same god in late dynasties. Mythmagica adopts Ptah as the Egyptian creator god, because his character is described in more detail within the available sources.

Ptah nodded, and agreed. Set's own words had determined his fate, and Horus was granted kingship over the gods.

Relationships: Horus is the son of Osiris and Isis and the husband of Hathor.

Isis

Isis is the Egyptian goddess of magic and motherhood. Her magical powers are more potent than those of any other deity.

Isis is depicted as a human woman, often with wings. She wears a sun disk on her head, flanked by cow horns.

Related Myth: Set felt he was more deserving to be king of the gods than his brother, Osiris. So, he decided to usurp the throne. To do so, Set tricked Osiris to lie in a casket he had made, and threw it into the Nile River. The casket drifted out to sea, and floated to the shores of Phoenicia. There it got tangled in the roots of a tamarisk tree, which grew around it. The king and queen noticed the tree's beauty, and had a column fashioned from its wood to serve as a central pillar in their court.

Isis used her magic to locate her lost husband's body, and it led her to the court of Phoenicia. Once there, she disguised herself, and obtained a position as the nursemaid to the royal children. Once she determined that Osiris's body was embedded in their central pillar, she threw off her disguise, revealed herself to be a goddess, and asked to be given the wooden column. The king and queen were terrified, and readily agreed.

Isis quickly split the column open, freeing her husband's corpse. She took it back to Egypt and hid it in the marshlands of the Nile's Delta while she prepared the rituals necessary to resurrect him. While she was gone, she asked her sister, Nephthys, to guard the body. Unfortunately, Set heard rumors that Osiris had returned to Egypt, and tricked Nephthys to reveal his location. Set retrieved the corpse, chopped it up, and scattered its pieces throughout Egypt. Each such piece became the center of the later Egyptian provinces.

Undeterred, Isis scoured Egypt to find Osiris's body parts. Unfortunately, his penis had been eaten by a fish, and so he could not be made whole. She resurrected him anyway, and magically fashioned him a new artificial one.¹¹⁵ Together, they then conceived Horus. But, since the king must be physically perfect, Osiris could not reclaim his throne over the living.¹¹⁶ Instead, he journeyed to the Underworld and began reigning over the dead.

Relationships: Isis is the daughter of Geb and Nut, the sister of Nephthys, Osiris, and Set. She is also the wife of Osiris, with whom she became the mother of Horus.

Khepri

Khepri is a sun god represented by a scarab beetle who rolls the Sun across the sky in the same manner that dung beetles roll balls of dung across the ground. Khepri originated as an independent deity, who was later adopted as an aspect of Ra. Specifically, Khepri represents the sunrise, which, in turn, symbolizes renewal, rebirth, and resurrection.

Khepri is depicted as a scarab beetle, as a man whose head is a scarab, or as a scarab beetle with the head of a man. In later dynasties, Khepri and Atum were merged and depicted as a ram-headed scarab, known as Khepri-Atum, who represented the complete solar cycle including both sunrise and sunset.

Relationships: Like the solar gods with whom he is associated, Atum and Ra, Khepri was believed to be self-created. As such, he has no parents.

Nekhbet

Nekhbet is the tutelary goddess of Upper Egypt, and is often paired with the tutelary goddess of Lower Egypt, Wadjet. She is associated with maternity. Although originally an independent deity, Nekhbet was eventually incorporated as an aspect of Isis.

Nekhbet is depicted as a vulture, or as a woman with a vulture's head wearing a white crown.

Nephthys

Nephthys is the goddess of night. She is also a funerary goddess, who is associated with death, embalming, and mourning. She has the responsibility of guarding mummies and canopic jars, and has a fiery breath to help her in doing so.

Nephthys also acted as nursemaid to Horus when he was young, and is thereby associated with the care and nursing of the pharaoh as well as childbirth.

The piercing cry of falcons reminded the Egyptians of the wailing of mourners. As such, Nephthys was often depicted as a falcon, or as a woman with outstretched falcon wings.

Relationships: Nephthys is the daughter of Geb and Nut, and the sister of Isis, Osiris, and Set. She is also Set's wife, with whom she became the mother of Anubis.

115 Resurrecting Osiris was impressive. But, if Osiris didn't truly appreciate Isis before this little trick, he certainly did afterward.

116 The rule that a king must be physically perfect is mirrored in Celtic myth. In that tradition, the god Lugh could not retain his throne after his hand had been cut off.

Nut

Nut is the Egyptian primordial goddess of the sky, and is one of the most ancient deities of the Egyptian mythos. She is the mate of the Earth god Geb, and the pair are the personifications of the Egyptian universe. In the evening, she swallows her son Ra, and gives birth to him the next morning.

Nut is depicted as a woman, either nude or clothed in stars, who is arched over the Earth. She faces downward, with her arms and legs stretched out. She is sometimes depicted with a water-pot on her head, and at other times with wings. Occasionally, she is depicted as a cow, a sycamore tree, or a sow. She is sometimes symbolized by a ladder, which Osiris used to enter heaven.

Related Myth: When Nut became pregnant by Geb, Ra was incensed. During that early epoch, Ra was the king of the Egyptian gods, and he was concerned that new deities would upset the balance of power among them; he feared that he might be overthrown. So, he decreed that Nut could not give birth on any day of the year. Nut consulted with Thoth, the god of knowledge and wisdom, and he hatched a plan. At the time, the Moon's brilliance rivaled that of the Sun. Thoth went to Khonsu, the god of the Moon, and proposed to engage with him in games of chance that Thoth devised. Intrigued at the new idea, Khonsu agreed. But, as the god of knowledge, Thoth repeatedly won. Each time, Thoth gained some of the Moon's brilliance. The length of every year was 360 days at the time. But, Thoth had gained so much light from the Moon that he had enough to fashion 5 more days. As these were days outside of Ra's original decree, Nut could give birth during them. And, so, the year was increased to 365 days, and Isis, Nephthys, Osiris, and Set were born.

Relationships: Nut is the daughter of Shu and Tefnut, is the sister/wife of Geb, and is the mother of Isis, Nephthys, Osiris, Ra, and Set.

Osiris

Osiris is the ruler of the Underworld, the Egyptian god of the afterlife, resurrection, and rebirth, and is the judge of the dead. As he is associated with rebirth, Osiris is associated with the Nile's never-ending cycle of flooding, growth, and death. He is therefore also considered to be the god of agriculture and fertility.

Osiris is depicted as a man with a pharaonic beard and wearing a tall atef crown flanked by ostrich feathers. His skin is either green, representing the rebirth of plants, or black, representing the fertile soil of the Nile valley. He holds a crook and a flail, and has mummy-wrappings around his legs.

Osiris appears as a central character in many of the important Egyptian myths. For so important and prominent a god, though, Osiris is never a protagonist in these stories. Events happen *to* Osiris, forcing him to react, without him *instigating* them. This is in keeping with him being viewed as a dead god. He represents the traditions of the past which must be continually renewed to make them relevant for every new generation.

Relationships: Osiris is the son of Geb and Nut, and is the brother of Isis, Nephthys, and Set. He is also the husband of Isis, with whom he fathered Horus.

Ptah

Ptah is the Egyptian creator god, who brought the universe into existence through sheer will and creative force¹¹⁷. He then populated it with life using the magic of words, calling each creature into being by uttering their secret true names. He is the god of architects, carpenters, sculptors, smiths, and other artisans and craftsmen.

Ptah is depicted as a dwarfish man with a Pharaonic beard, often with green skin. He wears a skull cap, and is sometimes wrapped in mummy linens or a tight-fitting shroud. At other times, he is depicted naked. He holds a staff combining the Ankh, the Djed Pillar, and the Was Sceptre.

The gods Shu and Tefnut, who gave birth to Geb and Nut, were eventually absorbed into Ptah's worship as being aspects of his soul. They are sometimes represented as a pair of Ba symbols (birds with human heads) with solar disks above their heads.

Relationships: Ptah is the husband of Sekhmet, with whom he fathered Nefertem. He was also supposedly the father of Hathor and Imhotep.¹¹⁸ Shu and Tefnut, the two aspects of Ptah's soul, gave birth to Geb and Nut.

117 Ptah was eventually associated with the creator god Atum, such that Ptah represented Atum's creative aspect. Atum was thereafter absorbed into the worship of Ra, and was considered to be Ra's name before he created the world.

118 Imhotep was a famed adviser to Pharaoh Djoser, who was supposedly the architect of the first step pyramid.

Ra

There are many Egyptian solar deities that arose over the millennia of Egyptian civilization. But, Ra is the most prominent of all the sun gods, and is identified with the sun at noon. He was the king of the gods, prior to Osiris, when the world was young. He ruled the Earth, the Sky, and the Underworld. Since nothing can live without the Sun's light, Ra is viewed as the giver of life. He represents the sun's warming rays and the growth it imparts to plant-life.

The ancient Egyptians thought of the sky as being a vast sea of water¹¹⁹, across which Ra sails in a magnificent golden barque, named Atet. He is accompanied on these journeys by various other gods.

It is Ra's duty to battle the serpent of Chaos, Apophis, every night. After the sun sets, Ra continues to ride his barque through the underworld. His primary companion in the underworld is Set, who is the only being in the universe that is immune to the mesmerizing power of the deadly serpent.

Ironically, Ra is considered to be his own father. Both Hathor and Nut are considered to be Ra's mother. Ra originally had no parent when the universe first sprang into existence. But, in order to meet Apophis in battle every night, he must travel into the underworld. So, at sunset, Ra enters the body of either Hathor or Nut (depending on the reference), impregnates her, and is reborn the next morning.

Over the centuries, other deities were incorporated into Ra's worship as being mere aspects of him.¹²⁰ Khepri, the god of the sunrise, was interpreted as an embodiment of Ra in the form of a scarab rolling the sun across the sky. Ra's vengeful aspect is represented by the Eye of Ra, which is associated with the goddess Sekhmet. Bastet represents his gentle, nurturing aspect, and Hathor represents his aspect of love and forgiveness. Atum was adopted as the name of his human form when he alone existed in the primordial sea of Chaos, Nun. Once he created the world, his name thereafter became Ra.

Ra's tears gave rise to humans. As such, the Egyptians called themselves the "Cattle of Ra".

Ra is portrayed as a falcon, as a man, or as a man with a falcon's head.¹²¹ In all these depictions, a solar disk with a cobra sits atop his head.

Relationships: Ra was ultimately considered to be the creator deity. As such, he originally had no parents. But, he is considered to be his own father, and is the husband/son of both Nut and Hathor.

Set

Set is the Egyptian god of the desert, destruction, storms, violence, and war¹²². He is also the patron of foreigners.

Set's role in Egyptian mythology is conflicted. On the one hand, he assists Ra in his nightly battles with Apophis, the Serpent of Chaos. On the other, he is the nemesis of both Osiris and Horus, asserting that he should reign as king of the gods in their stead. Set is unique among the Egyptian gods in that he represents Tyrannical Law, rather than Benevolent Law.¹²³

Set is often depicted as a fantastic beast known as a Typhonian. In this form, he has a downward curving snout, tall square ears, four cloven hooves, and a forked tail. Often, he is depicted as a man with the Typhonian's head. In this form, he often carries a Was staff, and an Ankh.

Related Myth: Set plotted to murder Osiris to usurp his throne. In order to trick Osiris, Set had a casket fashioned, the most wondrous in history. It was custom tailored to the exact dimensions of Osiris's body. He invited all of the gods to a gathering and showed it to them. They were all amazed at its craftsmanship. Set declared that the god who could fit most perfectly in the chest could keep it. So, one after another, they all lay in the chest, and noted how closely it matched them. Needless to say, when Osiris laid down in it, it fit him exactly. Before anyone could react, Set slammed the lid closed and sealed it with lead. He then threw the casket into the Nile and declared himself to be the new king.

Unfortunately, Set was a tyrant. His decrees were unpredictable, and the land was beset with drought and storms during his reign. His people starved, and they turned to rioting and infighting to survive. The harmony of Osiris's rule was completely lost, replaced with deprivation.

This continued until Horus, Osiris's son, came of age and vied with Set for the throne, eventually overthrowing his rule.

Relationships: Set is the brother of Isis, Nephthys, and Osiris. He is also husband of Nephthys, with whom he fathered Anubis. He is also the consort of Tawaret.

119 The Mesopotamians also viewed the sky as a vast fresh-water ocean, named Apsu.

120 And, indeed, Ra himself was eventually incorporated as being an aspect of Amun-Ra.

121 Ra depiction is very similar to that of Horus, and the two gods are sometimes conflated as a single deity named Ra-Horakhty.

122 Set is also often described as a god of Chaos. But, Set crucially assists Ra in his nightly battles with Apophis, the serpent of Chaos. And, when the other gods finally judge Horus to be their rightful king, Set accedes to their judgment. As such, Set is more properly interpreted as a god of destruction and war. He is a god of evil and tyrannical Order, not of Chaos.

123 As such, Set could almost be considered his own, independent, Pantheon.

Sobek

Sobek is a crocodile god, who is closely associated with the Nile River. He was the patron god of the city Shedet¹²⁴, located in Middle Egypt. He is a god of both fertility and military might, who embodies the military power of the Pharaoh. When his anger is raised, Sobek is as cold-blooded and viscous as his reptilian visage implies. Although originally considered to be a completely separate deity in his own right, Sobek was treated as a mere aspect of Horus in later Egyptian dynasties.

Sobek is depicted as a man, a crocodile, or a man with a crocodile head. Since the Pharaoh is considered to be the worldly Avatar of the falcon-headed Horus, and since Sobek is the embodiment of the Pharaoh's power, Sobek is sometimes depicted as a crocodile with a falcon's head. In this form, he is known as Sobek-Re.

Crocodiles were revered in ancient Egypt, as they were considered to be incarnations of Sobek. They are one of the few reptiles that care for their young, often carrying them in their mouths, and were thus seen as guardians. As such, crocodiles were sometimes mummified and buried in tombs to protect the dead from evil spirits on their journeys in the afterlife.

Relationships: Sobek is the son of Neith.

Thoth

Thoth is the god of all knowledge, including magic, astrology, philosophy, geometry, math, writing, law, and art. As such, he is the scribe for the gods. His primary center of worship was in Hermopolis.¹²⁵ In the judgment of the dead, Thoth has the responsibility of reading the balance scales when the deceased's soul is weighed against Ma'at (Truth / Order).¹²⁶

Thoth is depicted as a baboon, an ibis (a bird similar to a crane with a long downward curving beak), or a man with the head of either a baboon or an ibis.

Related Myth: When Osiris was killed by Set, and Isis needed to resurrect her divine husband, Thoth provided her with the magic words she needed to say in order to do so. Also, when Horus lost his eye in a battle with Set, Thoth used his magic to heal it.

Relationships: The Egyptians believed Thoth created himself, and therefore has no parents. He is the husband of Nehmetawy and the father of Seshat.

124 Known in modern times as Crocodilopolis due to the ancient Greeks referring to it as "Crocodile City".

125 The Greeks associated Thoth with their own god Hermes, referring to him as Hermes Trismegistus. They named the god's center of worship Hermopolis based on this interpretation. Thoth supposedly wrote a sacred text known as the Hermetic Corpus, which forms the basis of Hermeticism.

126 In Egyptian artwork depicting the judgment scene, the soul is represented as a heart, and Ma'at is represented as an Ostrich feather.

The Greco-Roman Cultures

The mythology of the Greeks and Romans is collectively known as Greco-Roman mythology. It mirrors their opportunistic lifestyle. It is an optimistic religion filled with dangerous and exciting legends of magic and valor. The main ideal promoted by these various fantastic tales is that of earning fame. To the Greek and Roman mind, nothing is more important than attaining glory and riches. The Greeks sought fame by performing heroic deeds. The Romans pursued it by conquering any civilization encountered. They recognized, however, that the same character traits that push a hero to perform heroic acts also push him to greed and selfishness. A hero's own character often brings about his downfall.

The gods of the Greeks and Romans reflects the view that these ancient peoples had of themselves. They perceived the gods to be a jealous, self-centered group having fickle temperaments. The priests could only hope that their offerings would be sufficient to appease their wrathful masters. Unfortunately, the gods' favor was often short lived.

Greek Setting

Greek Avatar Races & Lineages

Human, Pan (Mixed and Satyr)

Iconic Greek Armor Pieces

Corinthian Helm, Cuirass, Greaves, Bracers

Iconic Greek Weapons

Bows, Short Sword (Gladius), Kopis, Spears, Proportional Shield.

Iconic Greek Classes

Amazon, Argonaut, Hoplite, Maenad, Myrmidon, Pythian Priest / Priestess

Greek Cultural Perks

Members of Greek culture automatically gain the following abilities.

Gifts

Speaking Greek

Martial Weapons

Reviewed (+1) in: A single Iconic Greek Weapon of the character's choice.

Roman Setting

Roman Avatar Races & Lineages

Elf (Fay), Human, Pan (Mixed and Satyr)

Iconic Roman Armor

Roman Helm, Lorica, Greaves

Iconic Roman Weapons

Dirk, Short Sword (Gladius), Oversize Shield

Spears (Thrown)

Iconic Roman Classes

Amazon, Argonaut, Centurion, Gladiator, Hoplomachus, Legionnaire, Maenad, Mirmillo, Practorian, Pythian Priest / Priestess, Retiarius

Roman Cultural Perks

Members of Roman culture automatically gain the following abilities.

Gifts

Speaking Latin

Martial Weapons

Reviewed (+1) in: A single Iconic Roman Weapon of the character's choice.

Greco-Roman Settings

This section contains aspects common to both Greek and Roman settings.

Other Initiate Classes

Acolyte, Animist, Apothecary, Bandit, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Demagogue, Enforcer, Foot Soldier, Grave Robber, Hood, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Mountaineer, Oracle, Pearl Diver, Peasant, Prospector, Sailor, Scholar, Scoundrel, Second Story Man, Sectarian, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Trapper, Woodsman

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Alpine Explorer, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Cleric, Con Artist, Crafter, Creationist, Cult Leader, Demonologist, Docent, Elder, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forester, Forger, Geomancer, Healer, Hierarch, High Priest /

Priestess, Highway Robber, Horseman, Hunter, Hydromancer, Iconoclast, Illusionist, Knave, Knife Thrower, Lapidary, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Horseman, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Naval Officer, Necromancer, Patriarch / Matriarch, Picklock, Pickpocket, Pirate, Praetorian, Puffer, Pyromancer, Raider, Reaper, Sharpie, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Totemic Adept, Totemic Master, Trap Specialist, Warlord, Warrior, White Mage, Wise Man / Woman, Zealot

Roman Numerals

While the Romans adopted the Greek alphabet from the culture of Greece, which they admired greatly, they invented their own numbering system.

Roman Numerals Table

1	2	3	4	5
I	II	III	IV	V
6	7	8	9	10
VI	VII	VIII	IX	X
20	30	40	50	60
XX	XXX	XL	L	LX
70	80	90	100	500
LXX	LXXX	XC	C	D

Μψ διετ μυστ βε ωορκινυ
 Μψ τογα σιζε ωεντ φρομ L το XL

Greek Script

The Greek Script Cipher Table provides a mapping of the Greek alphabet to the Latin alphabet, so they can be easily used in-game as a cipher for English text.

Greek Script Cipher Table

A	B	C	D	E	F	G	H	I
Α	Β	Χ	Δ	Ε	Φ	Γ	Η	Ι
J	K	L	M	N	O	P	Q	R
Ϟ	Κ	Λ	Μ	Ν	Ο	Π	Θ	Ρ
S	T	U	V	W	X	Y	Z	
Σ	Τ	Υ	ς	Ω	Ξ	Ψ	Ζ	
a	b	c	d	e	f	g	h	i
α	β	χ	δ	ε	φ	γ	η	ι
j	k	l	m	n	o	p	q	r
φ	κ	λ	μ	ν	ο	π	θ	ρ
s	t	u	v	w	x	y	z	
σ	τ	υ	ω	ω	ξ	ψ	ζ	
1	2	3	4	5	6	7	8	9
Α	Β	Γ	Δ	Ε	Ϝ	Ι	Η	Θ
10	20	30	40	50	60	70	80	90
Ι	Κ	Λ	Μ	Ν	Ξ	Ο	Γ	Φ

The Greco-Roman Factions

The Greek Culture

Arch-Enemies: Persian Culture

Description: Greek culture is an interesting mix of passion, art, mythology, and rational thought. It had widespread influence and formed the basis of much of Western civilization.

"The gods are immortal."
 "A hero's strength is also his weakness."
 "A short glorious life is better than a long dull one."

Greek Titles

Social Status	Title
Royalty	Archon / King Ephor
Nobleman	Demarchos Hippeis / Proxenos

The Roman Culture

Arch-Enemies: Celtic Culture, Christian Culture, Egyptian Culture, Norse Culture, Slavic Culture

Description: The Romans were strong Stoics, considering the greatest of all virtues to be manliness and toughness. They believed that a person should accept all situations with quiet dignity, especially those involving great adversity.

"Seize the day"
 "Divide and conquer."
 "He who is brave is free."
 "Rome should rule the world."
 "The strong enslave the weak."
 "Ability without honor is useless."
 "Foreigners must pay homage to the Roman gods."
 "Civic virtue determines the success of the nation."
 "A gem cannot be polished without friction, nor a man perfected without trials."

Roman Titles

Social Status	Title
Royalty	Caesar / Emperor Senator
Nobleman	Patrician

The Athenians

Arch-Enemies: The Persians, The Spartans

Description: The Athenians are an enlightened democratic culture placing a high value on philosophy and art. They are great sailors and are known for their naval power. They are named after Athena, their patron deity. However, they honor all the Olympic gods.

"Democracy holds tyranny at bay."
 "The Aegean Sea is under Athenian dominion."
 "The Peloponnesus belongs to the Athenians."
 "Political authority is granted by the will of the people, not by heredity, might, or wealth."

The Olympians

Arch-Enemies: The Titans

Description: The Olympians are comprised of the Olympic gods and their followers. The gods reside on Mount Olympus, for which they are named. There are twelve great Olympic gods, the mightiest of which is Zeus. The others are Aphrodite, Apollo, Ares, Artemis, Athena, Demeter, Dionysus, Hephaestus, Hera, Hermes, and Poseidon.

"Enforcing justice honors the gods."
 "The Olympians should rule the world."
 "Enslaving a man for his debts is wrong."
 "Law is the dominant force in the Universe."

The Spartans

Arch-Enemies: The Athenians, The Persians, The Trojans

Description: The Spartans were a highly militaristic people, who began teaching their boys the art of combat at a very young age. This grueling training lasted many years and hardened the Spartans into the most feared fighters in all of Greece. Ares is their patron deity, although they honor all of the Olympic gods.

"Women are mens' equal. Mostly."
 "The conquered serve as slaves or die."
 "Material wealth weakens a warrior's resolve."
 "The Peloponnesus belongs to the Spartans."

The Titans

Arch-Enemies: The Olympians

Description: The Titans are comprised of the primal Greek Elder Gods and their followers. The Titanic deities were the offspring of Gaia and Uranus. The sons include Atlas, Oceanus, Hyperion, Coeus, Cronus, Crius and Iapetus. The daughters are Mnemosyne, Phoebe, Rhea, Tethys, Theia, and Themis. The Titans were overthrown by the Olympians long ago when Zeus defeated his father Cronos. Like the Olympic gods, though, the Titans are immortal and so could only be imprisoned, not killed. As such, they are biding their time until they regain their supremacy.

"The Titans should rule the world."

"Titans cannot be imprisoned forever."

"Chaos is the dominant force in the Universe."

"Humanity was borne from the blood of Titans."

The Trojans

Arch-Enemies: The Athenians, The Spartans

Description: The Trojans are great merchants and sailors, and are known for their ability to project power over both land and sea. Their patron deity is Apollo, although they honor all of the Olympic gods.

"The Trojans rightfully control the Aegean."

"Be willing to sacrifice greatly for beauty and love."

Greco-Roman Mythology

Major Greco-Roman Events

The Overthrow of Ouranos

Ouranos is the embodiment of the sky, the very first male being, Gaia's husband, and the first divine King.

When Ouranos threw his first six children into Tartarus, the Hekatoncheres and the Cyclopes, Gaia became furious at his tyranny. She conspired with her other offspring, the Titans, to overthrow him. The Titans Coeus, Crius, Iapetus, and Hyperion held Ouranos down, each standing at one of the four corners of the world, while Cronus castrated him with an adamantine harpe sword, a short sword with a sickle-like protrusion near the tip.

As their leader, Cronus became the new king, although his rule was every bit as tyrannical as his father's.

The Titanomachy

The Titanomachy was a decade-long battle between the Olympians and the Titans in which Zeus and his siblings overthrew Cronus, due to his tyranny. The Olympians' victory was obtained, in part, with the assistance of the Cyclopes and Hekatoncheres, whom Zeus freed from imprisonment in Tartarus. The Titans that fought against the Olympians were all subsequently cast into Tartarus, and Zeus rewarded the Hekatoncheres with the honor of guarding them.

In defeat, Cronus cursed Zeus to suffer the same fate as he. But Prometheus, the Titan of Fire, warned Zeus that the curse could only be fulfilled if he fathered a child with Thetis. Zeus somehow managed to rein in his lascivious nature, which was no small feat for him, and refrained from wooing the Titaness.

The Gigantomachy

The Gigantomachy was a decades long war between the Olympians and the Gigantes. This war was fought after the Titanomachy, the struggle in which the Olympians overthrew Cronus and established Zeus as the king of the gods. To win that war, Zeus had to free the original three Cyclopes and the Hekatonchires from Tartarus, where Cronus had imprisoned them. Gaia was instrumental in getting their support in overthrowing Cronus. After the Titanomachy was won, Zeus had no more use for them. Fearful of the damage they could wreak on the world, Zeus sent them back to Tartarus. But, instead of being prisoners, he set them up as guardians to ensure the overthrown Titans could not escape from there. Even so, Gaia was infuriated and thereafter sought to overthrow Zeus. She convinced the Gigantes to attack Olympus, stating that no god could ever kill a Gigantes. Because of this prophesy, none of the Olympian gods could defeat even a single Gigantes after

decades of war. In desperation, Zeus sought the assistance of a mortal: his son Heracles. Since Heracles was not a god, he could actually wound the Gigantes. So, with Heracles's help, the Olympian gods were finally victorious and cast down the Gigantes from Olympus. Zeus granted Heracles immortality in gratitude.

The Trojan War

The Trojan War was a culturally defining war between the many nations of Greece (united by Agamemnon, king of Mycenae) and Troy (a city near the coast in modern-day Turkey). It was described by Homer in The Iliad, a mythological work that provided a unifying foundation for Greek culture.¹²⁷

The war was instigated when Paris, a young prince of Troy, kidnapped the beautiful (and quite willing) Helen from her tyrannical husband Menelaus, king of Sparta. Paris took Helen to Troy, and Menelaus sought out the advice of his brother Agamemnon. Agamemnon had long desired an excuse to attack the wealthy city of Troy, and recognized what would ordinarily be a minor international incident as an opportunity to stoke the fires of war.

So, Agamemnon united his allies, gathered many famous Greek heroes to his side, and raised a vast fleet. Because he was betting everything on a successful outcome to the war, he could not afford to lose this fleet on the sail across the Aegean Sea. Consequently, Agamemnon sacrificed his own daughter, Iphigenia, to obtain favorable winds for their voyage. This monstrous act worked. His fleet thereafter sailed to Troy without incident. But, it understandably infuriated his wife, Clytemnestra, and would eventually bring about his own downfall.

The war went on for a decade, and was at a standstill with neither side able to completely gain the upper hand. Hector, the greatest of the Trojan heroes, killed the hero Patroclus, Achilles' closest friend. In fury, Achilles slew Hector to exact revenge. So, each side attained many victories and suffered many losses. But, Troy's archers were highly skilled and their walls were impenetrable.

Desperate to find a way to defeat Troy, Odysseus had the idea of crafting a gigantic wooden horse statue, in which several Greek heroes could hide. If they could dupe the Trojans into accepting it as a gift, they might have an opportunity to breach Troy's walls. Having no better recourse, the Greeks took a gamble with this plan. They constructed the gigantic statue and wheeled it outside Troy's gates. They then sailed the entire fleet away to a nearby cove. The Trojans thought that the Greeks had finally given up, and had left the horse statue in tribute. They wheeled the Trojan Horse into the city and celebrated. At night, the Greek heroes sneaked out of the statue and opened the city gates, allowing the Greek army to invade and sack the city. The Trojan War was over; Greece was victorious. Any Trojans with the means to do so fled the city.

While Troy was being sacked, Paris shot an arrow at Achilles, which struck him in his ankle: Achilles' only vulnerable spot. Achilles bled out and died. His untimely death fulfilled a prophesy of his mother, Thetis, that if Achilles went to war his life would be glorious, but short.

After the city was conquered, the Greeks returned home. Agamemnon returned to his wife, who had not forgotten his having murdered their daughter in his lust for power. In revenge, Clytemnestra and her new lover slew Agamemnon while he bathed. This act provides a mythological parallel with Gaia's overthrow of the tyrannical Ouranos and Rhea's overthrow of the monstrous Cronus. It drives home an archetypal lesson: Wise leaders have enduring reigns because they garner more allies than enemies, while tyrants garner more enemies than allies, and therefore rarely hold onto power for long.

In The Odyssey Homer relates the fabulous story of Odysseus's twenty year quest to get home after the Trojan War.

In The Aeneid, Virgil conveys the story of Aeneas, a Trojan hero only briefly mentioned in The Iliad. Aeneas had a similarly fantastic trek to that of Odysseus after fleeing Troy's downfall. The Aeneid ends with Aeneas founding the city of Rome. The great work ties Roman mythology to that of Greece, and provides a mythological foundation for Roman culture.

¹²⁷ In ancient Greek, Troy was named Ili, which is where the name Iliad comes from.

Greco-Roman Heroes and Villains

Achilles

Achilles was considered by many to be the greatest of all Greek heroes, possibly second only to Heracles.

Related Myth: Zeus romantically desired the beautiful sea nymph Thetis. He would have seduced her if it weren't for a prophesy that foretold his overthrow by any offspring produced by the two of them. A son of Zeus and Thetis would supposedly be greater than any god before, and wield a fire even more fierce and destructive than Zeus's lightning. So, he somehow managed to rein in his lust, and instead arranged to have Thetis marry a mortal, Pelleus, king of Thessaly. Achilles was the result of that union, and is considered to be Greece's greatest warrior.

Thetis did her best to make her son immortal. When Achilles was first born, she dipped him in the waters of the river Styx. These waters would erase all memories of anyone that touched it. But, since the infant was too young to have any memories, this aspect of the waters did him no harm. However, any place the water touched his skin became impervious to mortal weapons. Thetis held Achilles by his ankle, though, and so a small portion of his foot remained dry. This imperfection would eventually prove to be Achilles downfall.

When the Trojan war was just beginning, his mother told Achilles that if he stayed home, he would lead a long, happy, comfortable life, and would produce many children and grandchildren. But, thereafter memory of his name would fade. If he went to war, though, his doom was certain, although his great deeds would change the world, and his name would be remembered forever. Achilles willingly chose meaningful death over contentment and happiness.

During the war, Achilles proved to be the Greek's most capable fighter. He personally slew hundreds of Trojans in displays of martial skill so masterful and bloody that it inspired great songs and poems telling of its unprecedented carnage. As the prophesy foretold, though, the Trojan hero Paris shot Achilles in his ankle with a poisoned arrow and brought down Greece's greatest champion.

Relationships: Achilles was the son of Thetis and Pelleus, king of Thessaly.

Aeneas (Hero)

Aeneas was the central character of The Aeneid, which the Roman poet Virgil wrote to provide a link between Greek mythology and the founding of Rome. Aeneas originated in Greek literature as a hero in Homer's Iliad that fled Troy at the end of the Trojan war. In The Aeneid, Aeneas ventured out on a journey somewhat reminiscent to that of Odysseus in Homer's The Odyssey, and eventually founded the nation of Rome. The Aeneid, therefore, serves the role in Roman culture that The Iliad served in Greek culture. The Iliad provides the mythological basis for the unification of Greek culture, while The Aeneid does the same for the origin of Rome.

Relationships: Aeneas supposedly founded the nation of Rome.

Agamemnon (King of Mycenae)

Agamemnon was the king of Mycenae, who gathered the Grecian forces together to make war on Troy.

Related Myth: Agamemnon was an archetypal tyrannical king, and wanted to conquer Troy by force in order to expand his own power. He was looking for any excuse to declare them Greece's enemy, and was willing to sacrifice virtually anything in this goal.

As it happened, the Trojan hero Paris fell in love with Helen, the beautiful wife of Atreus, the king of Sparta. Paris had an affair with the willing beauty, and absconded with her, taking her back to Troy. Atreus was Agamemnon's now livid brother, and he sought his brother's assistance to exact revenge. Agamemnon knew an opportunity when he saw it. So, he used the excuse to stoke the flames of war with Troy.

Troy was on the opposite side of the Aegean Sea. To deliver the Greek forces to Troy, Agamemnon raised an enormous fleet whose loss would be catastrophic. So, to ensure favorable winds, Agamemnon believed that he needed to make a human sacrifice. In order for the sacrifice to be sufficiently great, he sacrificed his own daughter, Iphigenia. His wife, Clytemnestra, was understandably furious.

Agamemnon's brutal sacrifice succeeded. His fleet made it to the shores of Troy, and Agamemnon led the Greek forces to victory in a war that lasted a decade.

When Agamemnon returned home, Clytemnestra, who was still incensed about Agamemnon's murder of her daughter, conspired with her lover to take her revenge. When Agamemnon was taking a bath, Clytemnestra threw a net over her despised husband, and held him down while her lover killed him with an axe.

Relationships: Agamemnon was husband to Clytemnestra, father of Iphigenia, and the brother of Atreus.

Bellerophon (Hero)

Bellerophon was a Greek hero who captured, tamed, and rode Pegasus, most favored of all of Zeus's stable of winged horses. He defeated the Amazons and slew the Grecian Chimera, a beast that was part lion, part goat, and part serpent. He did so by pelting the monster with arrows while flying overhead on Pegasus.

Relationships: Bellerophon was the son of Glaucus, King of Corinth, and Eurynome, daughter of Sisyphus.

Circe

Circe is a powerful witch that Odysseus encountered on the isle of Aea on their voyage back home after the Trojan war. Circe has great powers of shape-changing, being able to change people into various animal forms, including lions, swine, and wolves. It was she that transformed a beautiful sea nymph into the monstrous multi-headed Scylla.

Related Myth: Circe turned Odysseus's crew into swine when they landed on her island. Odysseus was unaffected by her magic, though, and managed to lift the curse. He ended up becoming Circe's lover, and got advice from her on how to get past the Sirens and through the passage of Scylla and Charybdis.

Relationships: Circe is the daughter of the Titan Helios and Perse, a sea nymph.

Deucalion

Deucalion was the King of Thessaly.

Related Myth: When Zeus decided to annihilate the race of men by a flood, Deucalion built a large boat in which to ride out the deluge. He and his family rode through the long storm, and eventually landed on Mount Parnassus where they started the human race anew.

A close analogy can easily be made between this Greek flood story, the Babylonian myth of Utnapishtim, and the Hebrew flood story of Noah.

Relationships: Deucalion was the son of Prometheus and the husband of Pyrrha.

The Furies

Similar to the Gorgons, the Furies are horrific women with serpents for hair and wings on their shoulders. They were originally three of them, known as The Erinyes by the Greeks and The Furiæ by the Romans. Each is said to wield a torch in one hand and a whip-like viper in the other, known as a scourge. The gods send them to punish mortals that offend them.

Relationships: The Furies are three daughters of Ouranos and Gaia.

The Gorgons

The Gorgons are women with hideous faces, snakes for hair, and wings sprouting from their shoulders. They are so ugly that even glancing at their faces would turn a person into stone. The most famous Gorgon was Medusa, who was the only one of the three that was mortal. She was slain by Perseus, and her head was used to rescue Andromeda from being eaten by Cetus, a gigantic sea monster sent by Poseidon to punish Andromeda's mother Cassiopeia when she claimed that her daughter was more beautiful than the nymphs of the sea. Perseus drew Medusa's head from the bag in which he carried it and showed it to Cetus, immediately transforming the beast to stone.

Relationships: The Gorgons are three sisters named Euryale, Medusa, and Stheno. They were the offspring of Phorcys, who was the son of Gaia.

Hector (Hero)

Hector was the greatest of all Greek heroes that fought on the side of Troy in the Trojan War.

Related Myth: Hector was undefeated in combat, until Achilles slew him on the battlefield in front of Troy's gates.

After Hector was defeated, Achilles dragged his body behind his chariot outside Troy's walls for several days. This disrespect for the dead infuriated not only the people of Troy, but also the gods themselves. Zeus sent Thetis, Achilles' mother, to end the outrage. So, when King Priam ventured out from Troy's city walls to personally beg Achilles for the return of his son's corpse, Achilles' heart was softened at so impressive a display of bravery.¹²⁸

Relationships: Hector was the eldest son of Priam, king of Troy. He was also the brother of Paris, who kidnapped and married Helen, and thereby started the Trojan War.

Jason

Jason was a Greek hero, and the prince of Iolcus.

Related Myth: Jason was sent away to be trained by the centaur Chiron. Upon return to his homeland, he found that Pelias, his half-uncle, had usurped his throne. Being unwilling to outright kill Jason, due to the political ramifications that would cause, Pelias told Jason that he could have his throne back if he proved himself by retrieving the Golden Fleece. Jason agreed, and collected a group of heroes to travel with him, including many of the famed heroes of the later Trojan War. Their ship was named the Argo, so the group called themselves the Argonauts.

When they arrived at the Isle of Lemnos, the Argonauts encountered their first ... challenge. The island was inhabited only by females. Earlier, the women had killed all

¹²⁸ This is one of many examples of how the Illiad works as a coherent story from the perspectives of both mortal and god.

of the men for having spurned them, despite their beauty, due to a curse imposed on them by Aphrodite. So, the women demanded that the Argonauts impregnate them. Being keenly aware of the danger they were in, the sizable, well-armed group of warriors reluctantly, but bravely, agreed. So, they cautiously set aside their many weapons, took off their armor, and went about the heroic business of fathering children. It took a long lingering while, but the Lemnos beauties were finally satisfied, and the Argonauts were free to go. One can only imagine the enthusiasm the Argonauts must have expressed upon hearing they had to leave.

Their next stop was on the island of the Doliones, which was inhabited by the Gegenees, a race of six-armed giants. When the giants attacked the crew, the Argonauts killed them. They sailed on, pausing only briefly to slay many of the other innocent inhabitants of the isle due to an unfortunate misunderstanding.

The Argonauts then sailed to the Salmydessus, a coastal region on the mainland of Thrace. There, a blind king named Phineus lived. He was cursed by vile Harpies stealing and spoiling his food every day. As such, Phineus was starving. The Argonauts took pity on him, and drove the Harpies away. As a reward, Phineas told Jason where he could find the Golden Fleece, as well as how to pass through a straight of Clashing Rocks, known as the Symplegades. With Phineas's advice, Jason sailed his ship through the Symplegades with only minor damage. They arrived at the shores of Colchis, a land ruled by King Aetes, who possessed the Golden Fleece.

Being the brash, young hero that he was, Jason asked King Aetes to give him the Golden Fleece. Irritated at his audacity, King Aetes told Jason he could have the fleece if he performed three seemingly impossible tasks within a day:

- 1) Yoke the fire-breathing Bronze Bulls of Colchis, and plow a field with them.
- 2) Sow the field with the teeth of a dragon.
- 3) Defeat the dragon that guarded the Golden Fleece.

Jason was horrified at the tasks before him. However, Hera wanted to recruit some help for Jason. So, she got Eros to make Medea fall in love with him. Medea was a powerful sorceress that lived nearby, and she was eager to assist her newfound love. She provided Jason with a magical unction to protect him from the fire of the Bronze Bulls, which allowed him to fulfill his first task easily. Next, she warned Jason that sowing the dragon teeth would grow a crop of bloodthirsty warriors. She gave him a rock to throw in their midst. When he did so, the warriors battled each other rather than killing him. Finally, Medea used her magic to put the dragon guarding the Golden Fleece to sleep. And so, Jason obtained his prize through cunning and skill (even if it was Medea's that did so, rather than his own).

Relationships: Jason was married first to Medea, and then to Creusa.

Medea

Medea was a powerful occultist and a priestess of Hecate, who fell in love with Jason, the leader of the Argonauts. Her story is told in the tragedy Medea by the ancient Greek writer Euripides.

Related Myth: Jason had set out on a quest to obtain the Golden Fleece in order to claim his inheritance of the throne of Iolcus. Medea agreed to help him, on the condition that they marry and he take her with him back to his homeland. He agreed, and Jason won his prize, almost exclusively due to Medea's magic. Jason then returned home with her and his fellow Argonauts. Unfortunately, after returning home, Jason fell in love with Creusa, King Creon's daughter. He married the princess and had two boys with her. Medea was understandably furious. She killed Creusa and their two sons in revenge, and fled to Athens in a chariot drawn through the sky by two serpents.

Relationships: Medea was the granddaughter of the Titan Helios, the niece of Circe, and the first wife of the Greek hero Jason.

Odysseus

Odysseus was a Greek hero primarily known for his great cunning. It was Odysseus that came up with the idea of crafting the Trojan Horse, which led to Greece's victory against Troy in the decade long Trojan War told in Homer's The Illiad. After the war was over, Odysseus was flung into a 20 year fantastic voyage getting back home. This epic story was the subject of Homer's The Odyssey.

Relationships: Orpheus was the husband of Eurydice.

Orpheus

Orpheus was a Greek hero who was the greatest of all musicians. His music could charm wild animals, animate trees, stop the flow of water, and even make stones fly.

Related Myth: When Orpheus's wife, Eurydice, died of a viper bite, Orpheus couldn't handle the loss of her love. He traveled down into Hades in order to retrieve her, and charmed Charon with his music to carry him across the river Styx. He then pacified the fierce Cerberus with song and entered through the gates of Hades. He continued to perform as he traveled forth, and won the favor of the countless shades inhabiting the land of the dead. Even Hades was moved. In an unusually generous gesture, Hades allowed Orpheus to take Eurydice out of the underworld with the stipulation that he not look at her until they made it back to the mortal realm. Just as they were about to do so, though, Orpheus caught a glimpse of her, and her shade faded back into the darkness forever.

Relationships: Orpheus was the husband of Eurydice.

Pandora

Pandora was the first mortal woman, created by Zeus and the other Olympians.

Related Myth: The gods gave Pandora to Epimetheus as a potential bride, despite the fact that Prometheus warned him to never accept gifts from Zeus. But Pandora was so beautiful that Epimetheus could not refuse her hand in marriage.

Zeus gave Pandora a box as a wedding gift but warned her to never open it. Of course, her curiosity eventually got the best of her, and she did open it only to discover that it contained the evils of the world. By opening the box, she inadvertently set them free. (This story parallels the Biblical tale of Adam and Eve, where Eve was cautioned by God to not eat fruit from the Tree of Knowledge. When she disobeyed and ate the fruit, and convinced Adam to do likewise, she introduced evil into the world and caused the expulsion of man from Eden.)

Relationships: Pandora was the wife of Epimetheus.

Perseus (Hero)

Perseus is one of the most iconic heroes of ancient Greece, and the founder of the kingdom of Mycenae.

Related Myth: Because of a prophesy that his grandson would kill him, Acrisius, King of Argos, kept his beautiful daughter, Danae, locked away in his palace. As such, for her whole life, Danae's only view of the sky was from the palace courtyard. But, that was enough for Zeus to appreciate her beauty. He came to her in the palace courtyard in the form of a golden shower¹²⁹ of rain, and Danae became pregnant.

After she gave birth, Acrisius became frightened at what Zeus might do if he had the boy killed. So, instead, he put Perseus in a wooden box and set him adrift on the sea.¹³⁰ He was rescued by a fisherman named Dictys, who raised him.

The brother of Dictys, Polydectes, was the king of the island on which Dictys and Perseus lived. Polydectes viewed the ambitious youth as a threat, and decided to be rid of him. So, Polydectes threw a lavish banquet, ostensibly celebrating his betrothal to Hippodamia. He invited many important guests, who brought the king impressive gifts. Being the son of a poor fisherman, though, Persues had nothing to give. Embarrassed, Perseus told the king that he could ask anything of him, and he would fulfill any request that was in his power to provide. Seeing his opportunity, Acrisius demanded Perseus to bring him the head of the gorgon Medusa.

Honor required Perseus to fulfill his promise, so he agreed.

Despondent, Perseus prayed to Athena. The goddess

appeared to him, and told him that he could kill Medusa only with divine equipment possessed by the Hesperides, the nymphs of the West who tended Hera's apple orchard. To find them, though, Persues would first have to seek out the Greae. The Greae were three witches, named Deino, Enyo, and Pemphredo, who shared a single eye between them. Only they could tell Perseus where the Hesperides dwelled.

Perseus traveled to the Greae, as Athena instructed, and stole their eye. He refused to give it back unless they led him to the Hesperides, which they reluctantly did. Once there, Persues gave the witches their eye back.

While in the grove of the Hesperides, Persues obtained a magical sword of adamant, forged by the Cyclopes for Zeus; Hades' Helm of Darkness, which turned its wearer invisible; Hermes's winged sandals, which allowed their wearer to run through the air; and Athena's shield, which was polished to a mirror finish. Finally, the Hesperides provided Perseus with a sack, named Kibisis, capable of holding the gorgon's head safely.

Now fully prepared, Perseus flew to Medusa's lair using his winged sandals. Knowing that her direct gaze could turn him into stone, he was careful to look at his surroundings only through reflections in his shield. He came upon Medusa while she was sleeping, and cut off her head with his magic sword and put it in the sack the Hesperides provided him. Medusa's sisters, Stheno and Euryale, also both Gorgons, tried to take their revenge on the hero, but he put on Hades' helmet. Now invisible, Perseus escaped their clutches.

Perseus started traveling back to Polydectes to give the king the Gorgon's head. But, on the way, he stopped by Aethiopia. They were having problems of their own. Its queen, Cassiopeia, had bragged that her daughter, Andromeda, was as lovely as the sea nymphs. This boast angered Poseidon, who sent the sea serpent Cetus to wreak havoc on the nation. While the monster was laying waste, the oracles consulted the gods and determined that the only way to appease Poseidon was to sacrifice Andromeda to the beast. So, the princess was stripped naked and chained her to a rock by the sea. Perseus appeared in the nick of time. He instantly fell in love with the beautiful Andromeda, and pulled Medusa's head from his sack. He held it up for Cetus to see, and the beast was immediately turned into stone. Perseus won Andromeda's love, as well as her hand in marriage.

Perseus then returned to Polydectes, and gave the tyrant the prize he had demanded. Like the monstrous sea serpent, King Polydectes instantly turned to stone the moment he laid eyes on Medusa's horrid visage.

Relationships: Perseus is the son of Zeus and princess Danae, and the sibling of a host of other children of Zeus, including Heracles.

¹²⁹ We sometimes use footnotes to point out the interesting origins of modern-day references. But, in this case, we're going to leave well enough alone.

¹³⁰ There is a correlation here between the origins of the Grecian Perseus and the Hebrew Moses.

Unaffiliated Greco-Roman Gods

The Cyclopes

The three original Cyclopes were gigantic men, each having a single eye. Named Arges, Steropes, and Brontes, the Cyclopes predated even the Titans, having been born earlier of Gaia and Ouranos. Ouranos cast them into Tartarus because of their monstrous appearance, an act which eventually contributed to his downfall, as the act earned him Gaia's wrath. They were the blacksmiths of the gods, and forged many of their divine weapons.

Relationships: The Cyclopes are the offspring of Gaia and Ouranos.

Dis Pater

Dis Pater was the Roman god of mineral wealth. As precious metals and gems come from underground, Dis Pater is also considered to be a god of the underworld, and is consequently often conflated with Pluto (Hades).

The Fates

The Fates, known as The Moerae by the Greeks and The Fatae by the Romans, are three goddesses that spin the destinies of every person into the Tapestry of Fate, in which each person's life is represented as a single thread. They are among the most powerful of all deities. Even Zeus cannot override their rulings.

The goddesses were named Clotho, Lachesis, and Atropos. Cloto was the Spinner, the middle-aged spinner of life's thread. Lachesis was the Alloter, whose job it was to measure out the length of each life. Atropos was the Inevitable, the elderly goddess who cuts the thread with her shears and thereby decides how men die.

Relationships: The Fates were the daughters of Nyx (the Night), although some sources claim they were the daughters of Themis and Zeus.

The Hecatonchires

Also known as the Centimanes, the Hecatonchires were three giants with one hundred hands and fifty heads each, and are older than even the Titans. Ouranos cast them into Tartarus because of their monstrous appearance, an act which eventually contributed to his downfall since it earned him Gaia's terrible anger.

Relationships: The Hecatonchires are the offspring of Gaia and Ouranos.

Orcus

Orcus was the Roman god of death and broken oaths. He is often depicted as a hairy, bearded giant. The Romans sometimes viewed Orcus as being the demonic aspect of Pluto (Hades), who tortured the souls of the damned in the afterlife.

Origin: Orcus likely originated in Etruscan mythology and was later adopted by Romans living in rural areas. It is also possible that Orcus originated from the Greek god of oaths, Horcus. As he is the god of Death, it is also reasonable to associate Orcus with Thanatos, the Greek god of death (although the two have different mythological origins).

The Greco-Roman Pantheons

The following are the various pantheons of the Greco-Roman mythology.

The Pantheon of the Olympians

In Greek mythology, the Olympians represent the forces of Benevolent Law. This section contains the major mythological characters on their side. That is, they make up the Olympian faction. The term Olympian comes from the fact that the primary twelve deities of the pantheon live on Mount Olympus. These include Aphrodite, Apollo, Ares, Artemis, Athena, Demeter, Dionysus, Hephaestus, Hera, Hermes, Poseidon, and Zeus.

Amphitrite (Goddess of Saltwater)

Known to the Romans as Salacia, Amphitrite is the goddess of saltwater. Although she initially spurned Poseidon's advances, she eventually became his wife. As such, she is chief among the Nereids, the sea nymphs.

Relationships: Amphitrite is the daughter of Nereus and Doris, and granddaughter of Oceanus. She is the wife of Poseidon, and the mother of Triton and Rhode.

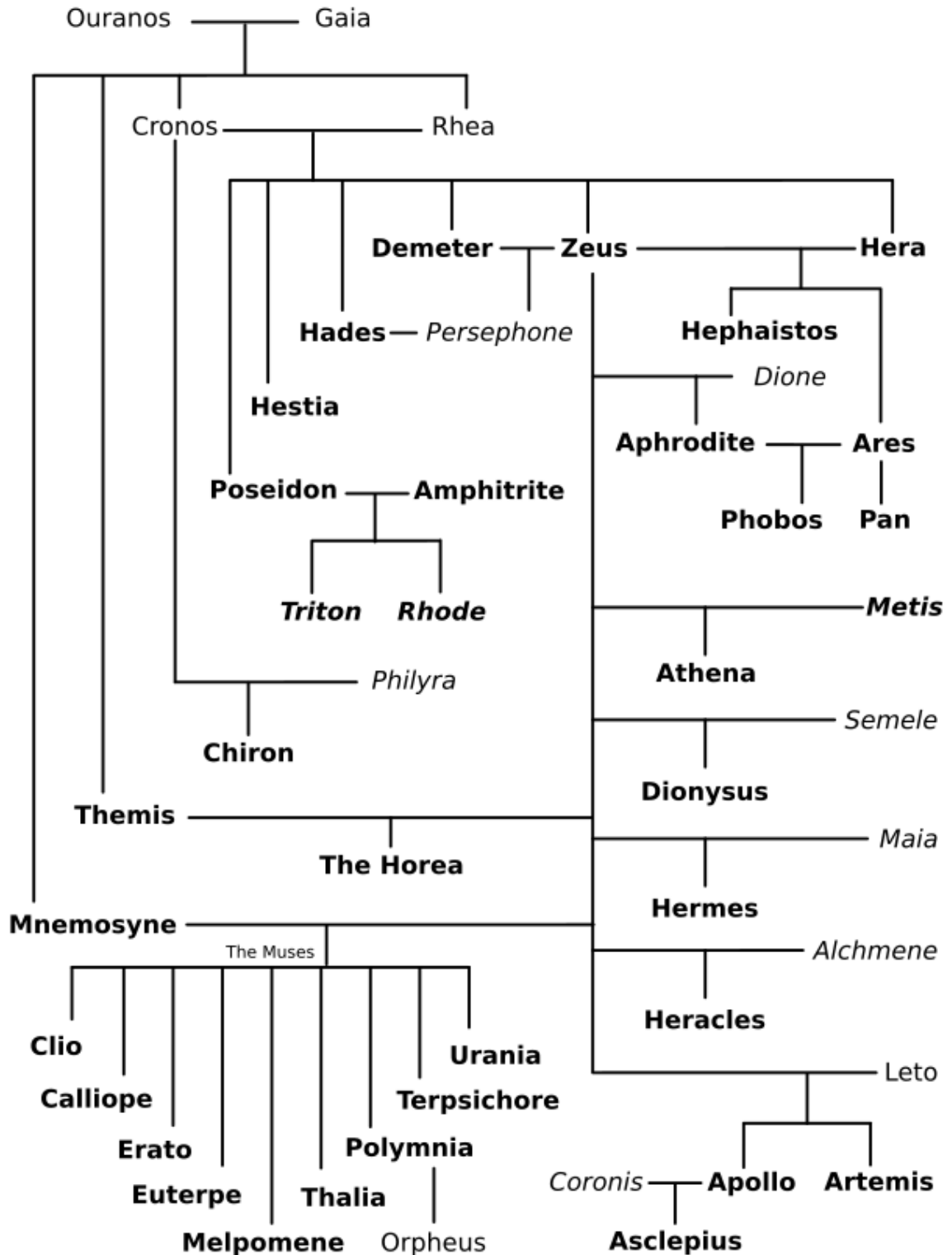
Aphrodite (Venus)

Born from the foam of the sea, Aphrodite is the goddess of passion, love, and beauty. She is portrayed as a gorgeous woman, who is often nude and posed seductively. She is symbolized by doves, myrtles, roses, sparrows, and swans.

During the Trojan War, Helios saw Aphrodite and Ares making love in the bed of Hephaistos while driving the sun across the sky in his chariot. He promptly reported the affair to the smithy god. Furious at Aphrodite's infidelity, Hephaistos made a golden net and placed it on his bed. The next time the adulterous lovers lay there, they became hopelessly entangled in the trap. Hephaistos then invited the other Olympians to come and jeer at them. When they arrived at the spectacle, the gods burst into laughter, and regaled each other with endless jokes about the ridiculous sight. When the crowd finally grew weary of poking fun at the couple, they implored Hephaistos to free them, and paid him a handsome ransom to do so. Despondent at her abject humiliation, Aphrodite fled to soothe her battered ego in Cyprus.

Relationships: Aphrodite is the daughter of Zeus and Dione, the wife of Hephaistos, and the lover of Ares.

The Olympians



Apollo (God of Art and Music)

Being one of the major Olympian gods, Apollo is the Olympian sun god, as well as the god of art, music, and healing. He is an expert archer who carries a golden bow.

Relationships: Apollo was the twin of the goddess Artemis, the son of Zeus and Leto, and the father of the great healer Asclepius.

Asclepius (God of Healing)

Asclepius was the primary god of healing in Greek culture. Asclepius's skill in healing grew to such a degree that he gained the ability to resurrect mortals. Zeus ended up executing Asclepius for the crime of having usurped his divine authority over immortality. At Apollo's request, Asclepius was then placed in the heavens as the constellation Ophiuchus.

Relationships: Asclepius was the son of Apollo and the nymph Coronis, and was a pupil of the centaur Chiron.

Ares (Mars)

Ares is the god of war, and was the most popular deity of the Roman empire, whose populace called him Mars. He was also the god of Spring, and therefore was associated with agriculture.

Relationships: Ares is the son of Zeus and Hera. He is the father of Deimos (fear) and Phobos (panic) by his lover Aphrodite. He was also said to have fathered Romulus and Remus, the twin brother founders of Rome, who were said to have been raised from birth by a she-wolf.

Artemis (Goddess of the Wild)

Known as Diana to the Romans, Artemis is the Olympian moon goddess, and a goddess of the hunt who carries a silver bow. She is a virgin who shuns men, preferring the company of nymphs, and is the patron deity of the Amazons.

Related Myth: When the mortal Actaeon accidentally happened upon Artemis bathing in the wild, Artemis was furious that he had seen her naked form. So, she transformed Actaeon into a stag, and his own hunting dogs ran him down and tore him to pieces.

Relationships: Artemis was the twin sister of Apollo, and the daughter of Zeus and Leto.

Athena (Goddess of War and Wisdom)

Known as Minerva to the Romans, Athena was the goddess of wisdom and war. She is both symbolized and accompanied by a wise owl.

Athena first appeared fully grown and armored in a rather unusual birth. Earlier, Zeus had swallowed her pregnant mother, the Titaness Metis. When Zeus thereafter had an unbearable migraine, he ordered Hephaestus to chop his head open with an axe. Upon doing so, Athena sprang forth from the gaping wound. (Talk about a splitting headache!)

Related Myth: In determining who they would worship as their patron, the citizens of a new coastal town who were preparing to build a new temple held a competition between Poseidon and Athena. They declared that the deity to provide the greatest gift would win their patronage. Poseidon caused a spring to burst forth from a rock, but its water was salty. Then, Athena created the first olive tree. Seeing the tremendous value that olives would bring to the people of Greece, Athena was declared the victor, and they named their city Athens to honor her. Her competition with Poseidon was memorialized in the sculptures of the magnificent Parthenon temple built on the Acropolis.

Relationships: Athena was the daughter of Zeus and Metis.

Calliope (Muse of Epic Poetry)

Calliope is the Muse of epic poetry, and is chief of all the Muses. She is represented as a woman holding a book or writing tablet.

Relationships: Calliope was the daughter of Zeus and Mnemosyne. After having been impregnated by Apollo, she gave birth to two boys, Orpheus and Linus.

Chiron (Mentor to the Heroes)

Chiron was the greatest of the centaurs, half-horse/ half-man hybrids having the heads and torsos of men and the body and legs of equines. Due to his divine parentage, Chiron was born immortal. Among the otherwise savage centaurs, Chiron was uniquely civilized, being skilled in art, music, herbs, healing, archery, hunting, and war. As such, he instructed several of the greatest Greek heroes, including Achilles, Asclepius, and Jason.

Related Myth: When Heracles accidentally shot Chiron with an arrow dipped in hydra blood, the poison caused him agony so unbearable that he gave Heracles his immortality so that he could die. To honor his wisdom and service, Zeus put Chiron in the heavens as the Centaurus constellation.

Relationships: Chiron was the son of the Titan Cronos and the Oceanid Philyra.

Clio (Muse of History)

Clio is the Muse of history. As punishment for criticizing Aphrodite's love for Adonis, Aphrodite caused Clio to fall in love with the mortal Pierus, King of Macedonia.

In artwork, Clio is depicted as a trumpet, a clepsydra (water clock), or as a woman carrying a scroll, or seated near a collection of books.

Relationships: Clio is the daughter of Zeus and Mnemosyne and is the mother of Hyacinthus by Peirus.

Demeter (Ceres)

Demeter was a fertility goddess who caused plants to flourish.

Related Myth: When her daughter Persephone was just a child, Zeus agreed to wed her to Hades, god of the underworld, without first consulting neither Demeter nor Persephone. Demeter became distraught from her daughter's absence, and the plants of the world withered. Alarmed by the effect Persephone's absence was having on the world, Zeus decreed that Persephone could return to the mortal realm. But, because she had eaten six pomegranate seeds while in Hades' realm, she would have to alternate every 6 months between living in the underworld and the mortal realm. When Demeter leaves for the underworld, the leaves fall from the trees in Autumn, and the snows of Winter fall. When she returns to the light of day, the plants sprout in the greenery of Spring, and bear fruit in the Summer.

Because of the anger she bears toward Zeus, Demeter lives in a self-imposed exile from Olympus.

Relationships: Demeter was the daughter of Cronos and Rhea, and the mother of Persephone.

Dionysus (Bacchus)

Dionysus was the god of wine and ecstasy. He was known as the "bull-horned god", because he would often assume a bull's form. He is a very popular deity, largely due to the fact that his ardent female followers, the Maenads, would host frequent over-the-top drunken orgies. These raucous parties create enough havoc that they are outlawed in most cities. As such, they are usually held out in the wilderness.

Relationships: Dionysus was known as the "twice born god". When Zeus' lover Semele, a princess of Thebes, saw Zeus in all his glory, she burst into flame. She was pregnant at the time. So, Zeus took the fetus of Dionysus from her womb before it was consumed and sewed it into his thigh. Zeus carried his son to term. As such, Dionysus was born twice: once from a mortal and once from an immortal.

Dionysus was raised by Zeus's mother Rhea, at Zeus's request. He sought to protect Dionysus from Hera's jealous wrath, which was inflamed by Zeus's infidelity.

Erato (Muse of Love Poetry)

Erato was the Muse of hymns and lyric poetry, whose name means "desired" or "lovely".

In artwork, Erato is depicted playing the lyre wearing a garland of roses and myrtle. She often holds a torch, and is often accompanied by Eros, god of love.

Relationships: Erato is the daughter of Zeus and Mnemosyne, and is the wife of Strymon, a minor river god, and the mother of Rhesus, King of Thracia.

Euterpe (Muse of Music and Lyric Poetry)

Euterpe is the Muse of music and lyric poetry, who is often invited to Mount Olympus along with her sister Muses to entertain the gods. At times, she is said to even live there. In artwork, Euterpe is depicted as a woman playing a double flute.

Relationships: Euterpe was the daughter of Zeus and Mnemosyne.

Hades (Pluto)

Hades is the god of death. He earned this title after he helped Zeus and Poseidon overthrow their tyrannical father Cronus. Zeus inherited dominion over the sky; Poseidon received dominion over the sea; and Hades obtained rule over the underworld, the realm of the dead. The three brothers agreed to share dominion over the earth.

The underworld is a grim place. Hermes, the messenger of the gods, escorts ghosts to the realm as far as the river Styx. At that point, a traveler must bribe the skeletal boatman, Charon, to continue their journey by crossing to the other side. Failure to do so will doom a soul to a hopeless existence of undeath in the mortal realm. On the river's far banks, the underworld's gates are guarded by a monstrous three-headed dog named Cerberus, who prevents any denizen from returning to the land of the living without Hades' express permission. Hades, being jealous of his power over all those that fall under his sway, never grants permission for any soul to leave.

Relationships: Hades was the son of Cronus and Rhea, and is the brother of Demeter, Hera, Hestia, Poseidon, and Zeus. He married Persephone, Demeter's daughter, against her will.

Hephaistos (Vulcan)

Hephaistos, or Hephaestus, is the Greek god of fire and the smith of the gods, whose forge lies beneath Mount Aetna in Sicily.

One of his legs is lame because he meddled in an argument between his two parents, Zeus and Hera. Zeus hurled Hephaistos off of Mount Olympus onto the earth.

Related Myth: To get his revenge against Hera for having been maimed, Hephaistos forged a golden throne for his mother. When she sat in it, though, it held her fast so that she could not escape its grasp. Hephaistos demanded re-entry into Olympus as his ransom for freeing her. Being more than a little pleased at his son's ingenuity in making his mother look ridiculous, Zeus declared with a smirk that he had no recourse but to accede.

Relationships: Hephaistos is the son of Zeus and Hera and the husband to the unfaithful Aphrodite, who had frequent affairs with Ares.

Hera (Juno)

Hera is the Queen of the Olympians, goddess of womanhood, and is Zeus's jealous wife, who mercilessly tormented her husband's many lovers. Her animosity often spilled over onto the children Zeus's love affairs produced as well.

Hera is usually depicted with a modest hair style, wearing a diadem with a veil on her head, and holding a scepter topped with a cuckoo bird. The Romans depicted her bearing arms and wearing a goatskin cloak.

Relationships: Hera is the daughter of Cronus and Rhea, and the husband of Zeus. She is also the mother, by Zeus, of Ares, Eileithyia, Hebe, and Hephaistos.

Heracles (Hercules)

Heracles is the greatest of the Greek heroes, and the only one to have earned immortality. He was fathered by Zeus for the explicit purpose in mind to assist the Olympians in defeating the Gigantes, with whom they were at war.

Related Myth: The Gigantes were a race of giants fighting Olympus on behalf of the Titans. Having the favor of Chaos itself, they could not be harmed by the gods. Only a mortal could do so. Nevertheless, no mortal was actually up to the task. As such, Zeus seduced the mortal woman Alcmene to correct that situation. He purposefully impregnated her with the goal of her bearing a semi-divine mortal who could help them in their war. As such, Heracles was born. However lustful, Zeus's wise actions prevailed. With the help of Heracles, the Olympians were victorious.

Needless to say, Hera was furious yet again with her husband for his continued affairs, and set out to torment Heracles despite his victories. Hera induced madness in Heracles, causing him to slay his wife and children. To atone for his great sin, he became the slave of Eurystheus, king of Tiryns, who ordered him to undertake twelve labors:

1. Kill the Nemean Lion, whose hide could not be cut by any weapon.
2. Slay the Lernean Hydra, a many-headed snake which grows two new heads for every one that is cut off.
3. Capture the Ceryneian Hind, which has golden antlers.
4. Capture the Erymanthian Boar.
5. Clean out the vast stables of Augeas in a day.
6. Eliminate the scourge of the Stymphalian Birds.
7. Capture the Cretan Bull.
8. Tame the Mares of Diomedes.
9. Bring the girdle of Hippolyta, Queen of the Amazons.
10. Capture the Cattle of Geryon.

11. Bring the apples of the Hesperides, Hera's wedding gift from Gaia.
12. Bring the three-headed hell hound Cerberus from Hades.

Heracles accomplished all of his tasks with style, and Zeus rewarded him with immortality, placing him among the stars as a constellation.

Relationships: Hercules is the son of Zeus and Alcmene, the Queen of Thebes.

Hermes (Mercury)

Hermes is the messenger of the Olympian gods. He is a trickster deity, and the god that can travel most easily between the mortal realm and the underworld. Indeed, he accompanies the souls of the newly deceased as far as the river Styx, which they must cross to pass by the gates guarded by Cerberus.

Hermes is depicted wearing winged sandals and a wide-brimmed hat. He carries the Caduceus, a rod around which are wound two serpents.

Relationships: Hermes is the son of Zeus and Maia. He had two sons: Hermaphroditos and Priapus.

The Horea (Goddesses of Seasons or Hours)

The Horea were three sisters named Astrea, Irene, and Eunomia. Astrea was the goddess of justice; Irene was the goddess of peace and prosperity; and Eunomia was the goddess of law and order.

Relationships: The Horea were daughters of Themis and Zeus.

Melpomene (Muse of Tragedy)

Melpomene was the Muse of tragedy. She was depicted as a woman wearing a garland of ivy and Cothurnus Boots, a form of open laced footwear rising to mid-calf. She often holds a tragic mask, a sword, or the club of Heracles.

Relationships: Melpomene is the daughter of Zeus and Mnemosyne. She gave birth to many of the Sirens after uniting with the river god Achelous.

Mnemosyne (Memory)

Mnemosyne was the Titaness of memory and is honored as the creator of speech and writing.

Relationships: Mnemosyne was the daughter of Gaia and Ouranos, and, through an affair with Zeus (that was unusually passionate even for him), is the mother of the nine Muses.

Pan (Faunus)

Pan was the god of the mountainside, countryside, plains, and fields and had prophetic powers. He is often depicted as a man with goat horns dancing and playing the harp.

Relationships: Pan was the grandson of Cronus, the son of Ares, and is the progenitor of the Satyrs.

Phobos (Fear)

Phobos is the personification of Fear from whose name the word “Phobia” is derived. He accompanies Ares in battle, along with Deimos (Terror), Enyo (War), and Eris (Strife)..

His followers provide Phobos with sacrifices of blood. In artwork, Phobos is depicted with a lion’s head.

Relationships: Phobos is the son of Ares and Aphrodite and brother to Adrestia, Anteros, Deimos, Eros (Love), Harmonia (Harmony), Himerus, and Pothos.

Polymnia (Muse of Sacred Hymns)

Polymnia is the Muse of agriculture, eloquence, geometry, meditation, pantomime, and sacred hymns. Her name means “many hymns”. She is depicted as a standing woman wearing a long cape. She has a serious expression and holds a finger to her mouth, as if in contemplation.

Relationships: Polymnia is the daughter of Zeus and Mnemosyne, and is the mother of the famed musician Orpheus by Apollo.

Poseidon (Neptune)

Poseidon is the god of the sea, storms, and earthquakes, and is associated with horses. As the sea god, sailors pray to him for protection. He resides in a golden palace beneath the waves, with spectacular reef gardens populated with coral, starfish, anemones, and fish of every kind. His estate also includes a stable of magnificent white horses, which he cherishes.

When the Olympians overthrew the Titans, Poseidon and his brothers, Hades and Zeus, threw lots to see who would rule over the three domains of the underworld, the sky, and the sea. Poseidon won dominion over the sea.

Relationships: Poseidon is the son of Cronus and Rhea, and is the brother of Zeus and Hades. His wife is Amphitrite.

Thalia (Muse of Comedy)

Thalia is the Muse of Comedy and one of the three Graces. She is depicted as a woman wearing a cloak and holding a comic mask or a shepherd’s crook. She is often shown dancing with her two sisters in a circle or accompanying Aphrodite.

Relationships: Thalia is the daughter of Zeus and Mnemosyne and the sister of the other two Graces, Aglaea (Splendor) and Euphrosyne (Mirth). She is also the mother of Cybele, by Apollo, and the Korybantes, armed dancers who worshiped Cybele.

Terpsichore (Muse of Dance)

Terpsichore is the Muse of the dance. She is depicted wearing laurels on her head. She is either dancing or is seated while playing a lyre

Relationships: Terpsichore is the daughter of Zeus and Mnemosyne, and is the mother of the Siren Parthenope.

Themis (Natural Law, Justice, and Tradition)

Themis was the Titaness associated with Natural Law, tradition, and prophesies. It was she that imposed mortality and justice on mankind, and could be considered the originator of the concept of civilization.

Themis inherited the Delphic oracle from her mother Gaia, and later bestowed it upon her son Apollo.

Related Myth: With the gift of prophesy, Themis saw that the Titans would be overthrown. The Titans were arrogant in their strength, though, and so ignored her warnings that their fate would be determined by guile rather than force.

Relationships: Themis was the daughter of Ouranos and Gaia, and was the second wife of Zeus. As Zeus’s wife, she gave birth to the Horae, the goddesses of the seasons. Some say that she also gave birth to the Moirai, the goddesses of Fate.

Urania (Muse of Astronomy)

Urania was the Muse of Astronomy. With her great knowledge of the stars, Urania was able to predict the future. She is depicted as a woman wearing a flowing cloak, and holding a globe of the sky.

Relationships: Urania was the daughter of Zeus and Mnemosyne.

Zeus

Zeus ruled over the Olympians as king. He was quite lustful, and frequently had affairs outside of his marriage to Hera, producing myriad offspring.

Zeus was known for never showing mercy when angered. Although, he was a wise leader, whose wrath was only unleashed when he had a rational reason for doing so.

Related Myth: When Zeus was first born, his mother saved him from being devoured by his father, Cronus, by giving Cronus a rock and claiming it was their son. Cronus immediately swallowed it, just as he had with all of Zeus' older siblings. Zeus was secreted away and allowed to grow up. When he was mature, Zeus returned to Cronus in disguise and poisoned his drink, causing the cruel Titan to vomit out all of the children he had earlier swallowed. Together, they battled Cronus and defeated him.

Relationships: Zeus was the son of Rhea and Cronus, and was the husband of Hera. He had an incredibly libidinous nature, and fathered an impressive array of children via countless acts of infidelity. These include Aphrodite, Apollo, Artemis, Athena, Dionysus, Epaphus, Heracles, Hermes, and Persephone.

The Pantheon of the Primordial Gods

In Greek mythology, the Primordial Gods represent the raw forces of Nature, or Chaos.

Aether (Light, Heaven)

Also known as Acmon, Aether is the personification of the Heavens in Greek myth. He represents the rarefied air that the Gods breathe, which is far purer than that of the Mortal Realm.

His name means "Light", and is the root of the words Ether and Ethereal.

Relationships: Son of Erubus (Darkness) and Nyx (Night), and the brother of Hemera (Day).

According to the Roman mythographer Hyginus, Aether fathered many of the lesser Greek figures with his sister Hemera. These include Altercation, Combat, Grief, Deceit, Falsehood, Fear, Forgetfulness, Incest, Intemperance, Lamentation, Oath, Pride, Sloth, Vengeance, Wrath, and the three Furies of Alecto, Megaera, and Tisiphone.

Erebus (Darkness)

Erebus is the personification of Darkness in Greek myth, and is one of the five primal deities born of Chaos. Erebus is also part of the underworld which the recently dead must pass through.

Relationships: Was one of the first five primordial deities, born directly from Chaos. Fathered a number of other gods

with Nyx, his sister, including Aether (Heaven), and Hemera (Day).

Gaia (Earth)

Gaia formed out of raw Chaos and is the mother of all life. She represents Chaos in Greek mythology and is the embodiment of the Earth.

Related Myth: Gaia became infuriated when some of her children were thrown into Tartarus by Ouranos. Because of this, she supported Cronus in overthrowing her tyrannical husband. Later, when Cronus did the same thing and even swallowed his children, her grandchildren, Gaia supported Zeus in overthrowing his father in the war of the Titanomachy. Finally, when victorious Zeus once again threw the Titans, who were also her children, into Tartarus to keep them from wreaking havoc on the world, Gaia sent the Gigantes to overthrow the Olympians in the war of the Gigantomachy. Zeus prevailed in this war, though, because his was a wise king rather than a tyrant, who was able to garner the support of many allies, and fought with guile rather than just brute force.

Relationships: Gaia first gave birth to Ouranos, who became her husband. With Ouranos, Gaia is the mother of the Titans, the Cyclopes, and the Hecatonchires, Gyges, Birareos and Cottus, Arges (Bright), Steropes (Lightning), Brontes (Thunder), the Furies, the Meliae (Ash Tree Nymphs), and Aphrodite. She also bore Typhoeus and the Gigantes.

Hemera (Day)

Hemera was the embodiment of the Day in Greek mythology. When Hemera enters the underworld, Nyx exits, and visa versa. In this way, the cycle of day and night progress.

Relationships: Hemera was the daughter of Erebus (Darkness) and Nyx (Night), and the sister of Aether (Heaven).

Hypnos (Sleep)

Hypnos is the Greek god of sleep, who lives in the underworld. He generally avoids crossing paths with the gods, but was recruited at times by Hera to put her husband Zeus to sleep so that she could torment his bastard children without his interference.

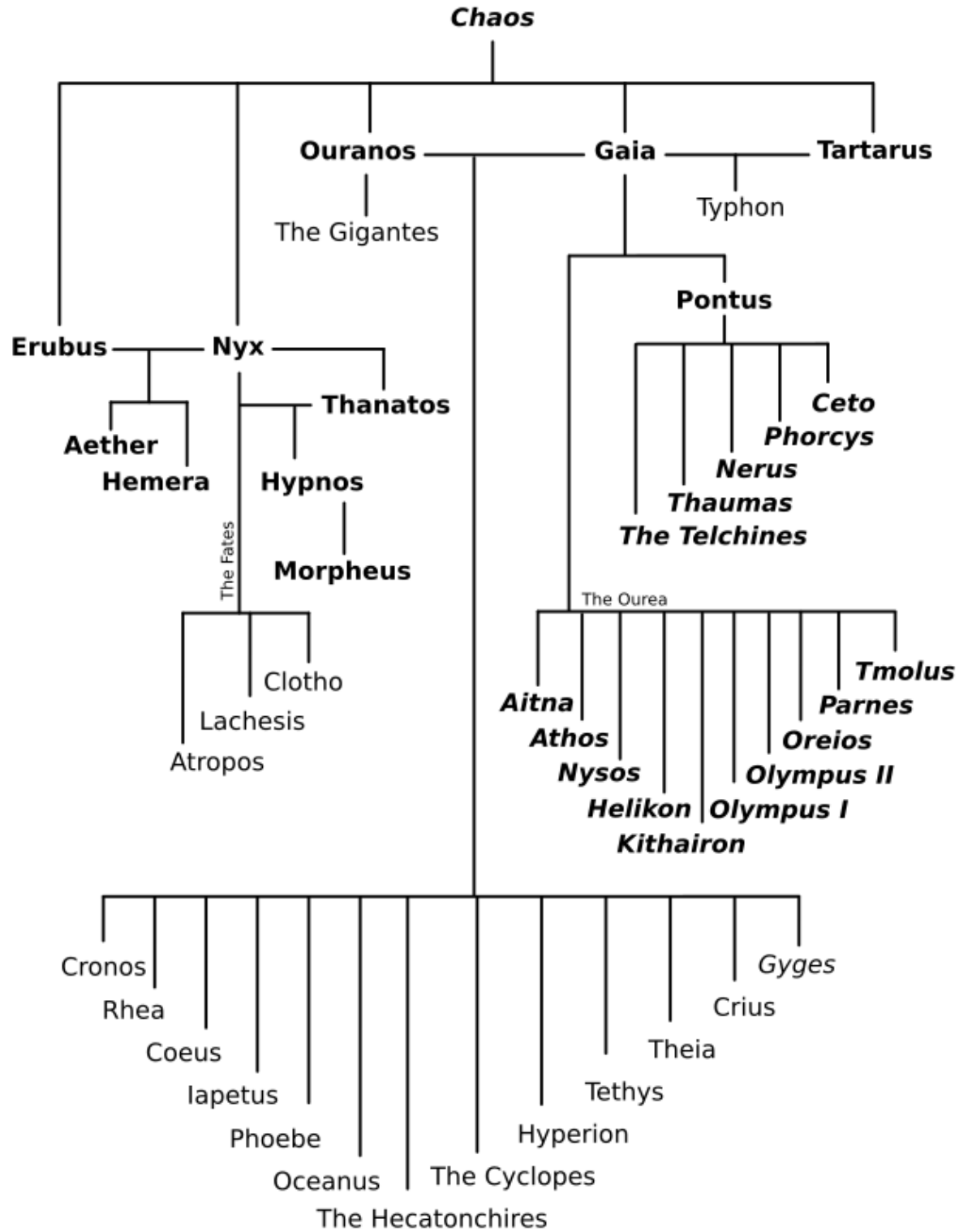
Relationships: Son of Nyx (Night) and brother of Thanatos (Death). He is also the father of Morpheus (Dreams).

Morpheus (Dreams)

Morpheus is chief among the Somnia, the children of Sleep, who play all of the various roles within the dreams of mortals. As such, he is the Greek god of dreams and has the form of a winged human. Among the gods, Morpheus is the best able to mimic the appearance and behavior of humans within dreams.

Relationships: Son of Hypnos (Sleep).

The Primordial Gods



Nyx (Night)

Nyx is the personification of night in Greek myth. Born directly from Chaos, Nyx is one of the first five primordial deities. She resides within a cave in Tartarus. Her power and beauty are so great, that Zeus himself fears her.

Relationships: Mother of a great many deities, including Aether (Heaven), Apate (Deceit), Eris (Strife), Geras (Aging), Hemera (Day), the Hesperides, Hypnos (Sleep), Keres (Destruction), the Moirai (the Fates), Momus (Blame), Moros (Doom), Nemesis (Retribution), Oizys (Pain), Philotes (Friendship), and Thanatos (Death).

The Ourea (Mountains)

The ten Ourea are the mountains personified in Greek mythology. Their names were Aitna, Athos, Helikon, Kithairon, Nysos, Olympus I, Olympus II, Oreios, Parnes, and Tmolus. It is from the Ourea that the Earth nymphs, the Oreads arose.

Relationships: Children of Gaia.

Ouranos (The Sky)

Ouranos, or Uranus, represents tyrannical order in Greek mythology, and is the embodiment of the sky. Married to Gaia with whom he fathered nineteen children, Ouranos is the father of all life in the world. His direct descendants include the Cyclopes, the Hecatonchires, and the Titans.

Related Myth: Ouranos's hated and feared the monstrous appearances of his earliest children, the three Cyclopes and the three Hecatonchires. The Cyclopes each had only one eye, while the Hecatonchires each had one hundred hands. Ouranos threw them into Tartarus, imprisoning them in darkness, so that he would not have to look at them, nor be concerned about any trouble they might cause.

When Ouranos threw his first six children into Tartarus, Gaia became furious at his tyranny. She conspired with some of her Titan sons to overthrow him. The Titans Coeus, Crius, Iapetus, and Hyperion held Ouranos down, each standing at one of the four corners of the world, while Cronus castrated him with an adamant harpe sword, a short sword with a sickle-like protrusion near its tip.

Relationships: Ouranos was the consort of Gaia. He fathered many offspring with her, including the twelve original Titans, the Cyclopes, the Hecatonchires, Gyges, Birareos and Cottus, Arges (Bright), Steropes (Lightning), Brontes (Thunder), the Gigantes, the Erinyes (Furies), and the Meliae (Ash Tree Nymphs), and Aphrodite.

Pontus (The Sea)

Pontus is the personification of the sea in Greek myth, and is one of the primordial gods.

Relationships: Son of Gaia. Father of Ceto, Nerus (Old Man of the Sea), Phorcys, the Telchines, and Thaumias. He is the ancestor of everything that lives in the sea.

Tartarus (The Abyss)

Tartarus is one of the five primordial deities of Greek mythology, born directly from Chaos. He is the personification of the Abyss, the underworld's deepest dungeons in which the wicked are tortured. It was also the place in which the Cyclopes, Hecatonchires, the Titans, and the monster Typhon were all imprisoned at one time or another.

Tartarus is as far beneath the Earth as the heavens are above it. Its gates were originally guarded by the Lovecraftian monster Kampe, although Zeus shrewdly gave that honor to the Hecatonchires after they helped him overthrow his father Cronus. In this way, Zeus convinced the dangerous horrors to voluntarily restrict themselves to the place where they were once imprisoned as guardians of those who formerly imprisoned them.

Relationships: Son of Chaos, and father of the monster Typhon by Gaia.

Thanatos (Death)

Thanatos is the embodiment of death in Greek mythology. He is without mercy. But, he is occasionally tricked by mortals to delay death for a time.

Thanatos is often depicted as a young boy with wings. He wears a wreath of poppies on his head and a sword sheathed at his waist. He carries a torch with its flame pointed downward as if extinguishing it.

Relationships: Son of Nyx (Night), the twin of Hypnos (Sleep), and the brother of Aether (Heaven), Apate (Deceit), Charon, Eris (Strife), Geras (Aging), Hemera (Day), Momus (Blame), Moros (Doom), Nemesis (Retribution), Oizys (Pain), and Philotes (Friendship).

The Pantheon of the Titans

In Greek mythology, the Titans represent the forces of Tyrannical Law. This section contains the major mythological characters on this side. That is, they comprise a faction ruled by the Titans. The original Titans were the twelve children of Ouranos and Gaia, of which six were sons and six were daughters. Their sons were Coeus, Crius, Cronus, Hyperion, Iapetus, and Oceanus. Their daughters were Mnemosyne, Phoebe, Rhea, Tethys, Theia, and Themis.

Atlas (Titan of Daring)

Atlas was said to be excessively daring. During the war of Titanomachy, he remained loyal to the Titans and opposed the Olympians. In fact, his great bravery eventually earned him leadership of the Titanic forces in that struggle. Atlas was their greatest warrior, and the Olympian's greatest threat. When the Olympians were victorious in that struggle, Zeus punished him by ordering him to hold up the sky on his shoulders for all time.

Related Myth: During his twelve labors, Heracles asked for Atlas's help in obtaining the apples of the Hesperides. Atlas agreed to go fetch them, if Heracles would shoulder his burden for a time. Heracles agreed, and Atlas retrieved them. But, Atlas was reluctant to resume his weary task, and told Heracles that he would have to take over from that point onward. Being somewhat more clever than Atlas, Heracles agreed, but insisted that he would first need to readjust the heavy weight on his shoulders in order to continue the task indefinitely. So, Atlas agreed to hold the Earth for just a moment so that Heracles could do so. At this point, of course, Heracles simply picked up the apples and walked away.

Relationships: Atlas was the son of the nymph Clymene and Iapetus.

Clymene (Titaness of Fame)

Also known as Asia, Clymene was the Titaness of Fame. She and her sisters made up the countless Oceanids, or nymphs of the Ocean. Her brothers were the Potamoi, who personified the world's rivers.

Relationships: Clymene was the daughter of Oceanus and Tethys, and the wife of Iapetus, Titan of time. She was also the mother of the Titans Atlas, Epimetheus, Menoetius, and Prometheus.

Coeus (Titan of the Intellect)

Also known as Polus, Coeus is one of the twelve Titans and is the god of the intellect. He helped his brothers overthrow his father by holding Ouranos down. As such, he is one of the four pillars that holds the sky (Ouranos) above the earth (Gaia). His is the northerly pillar.

Caeus is highly skilled with the sword, which he used to great advantage in the decade-long battle of the Titanomachy. The Titans lost that battle to the Olympians, though, and so Zeus ordered Coeus to be chained in Tartarus. During brief bouts of insanity, Coeus tries to escape the underworld, but is always rebuked by Cerberus who stands guard at its gates.

Relationships: Coeus is one of the twelve Titans, and is the son of Ouranos and Gaia. He is the husband of Phoebe, is father of Asteria and Leto, and is the grandfather of Apollo and Artemis.

Crius (Constellations)

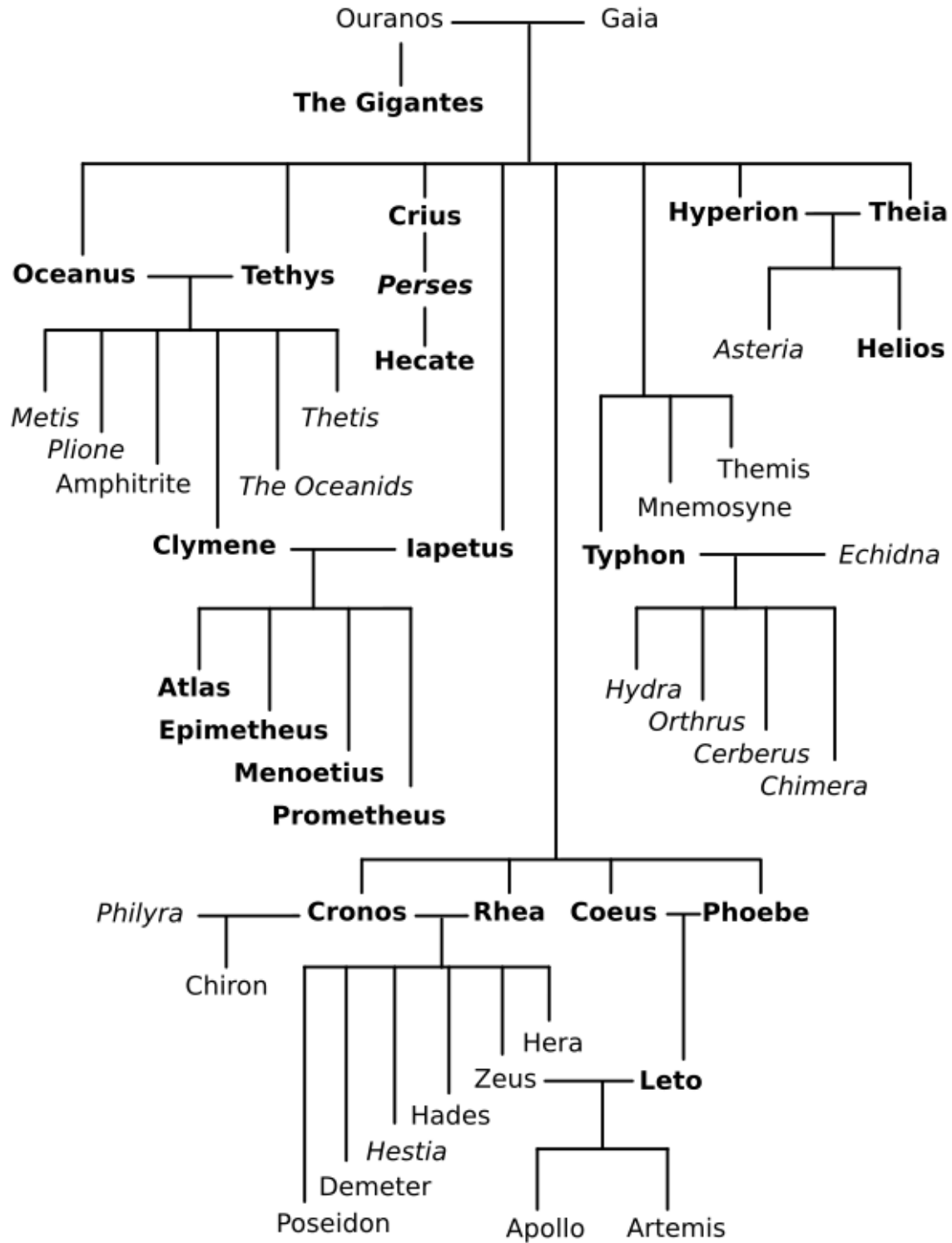
Crius is the Titan with authority over the order of the constellations in the sky. With this power over the Zodiac, he established the cycle of the seasons.

Crius helped his brother Cronus overthrow their father Ouranos by standing at one of the four corners of the world and holding him down. Crius is represented by the southern pillar.

After losing the battle of Titanomachy, Crius was thrown into Tartarus along with the other Titans that defied the Olympians.

Relationships: Crius is a son of Ouranos and Gaia. His wife was Eurybia, the daughter of Gaia and Pontus. With her, Crius fathered Pallas, Astraea, and Perses.

The Titans



Cronus (Saturnus)

Cronus was the king of the Titans, son of Ouranos and Gaia.

Related Myth: Due to the cruelty of his father, his mother prompted Cronus to overthrow Ouranos. Cronus garnered the help of some of his siblings, and freed the Cyclopes and the Hekatonkheires, whom Ouranos had imprisoned in Tartarus. His brothers held Ouranos down while Cronus castrated him with an adamantine harpe sword. This act earned Cronus his throne and power over lightning and thunder. After Ouranos was overthrown, though, Cronus became a tyrant like his father. He once again imprisoned the Cyclopes and the Hekatonkheires in Tartarus. Needless to say, this act pissed off Gaia.

Because of a prophecy that his children would overthrow him, Cronus swallowed each child as soon as it was born. Needless to say, this was gravely disconcerting to their mother, Rhea. So, when Rhea gave birth to Zeus, she presented a rock in swaddling clothes to Cronus, claiming it was their newborn son. As expected, Cronus immediately swallowed it. Zeus was secreted away to be raised on Crete, and eventually returned to overthrow his tyrannical father.

Because of how Cronus had thrown her children into Tartarus, Gaia supported Zeus in overthrowing Cronus (in the war of the Titanomachy).

Relationships: Also known as Saturnus, Cronus was the youngest child of Gaia and Ouranos. He married his sister Rhea, and fathered Demeter, Hades, Hera, Hestia, Poseidon, and Zeus.

Epimetheus (The Fool)

Epimetheus was a Titan known for his foolishness. He was given the first mortal woman, Pandora, as a wife by Zeus. Even though he had been cautioned by Prometheus to never accept any gifts from Zeus. But, Pandora was so lovely, he could not resist.

Relationships: Epimetheus was the son of Clymene and Iapetus and the husband of Pandora.

The Gigantes

The Gigantes were a race of enormous men with serpentine legs. They were born when the blood of Ouranos fell into the sea when Cronus overthrew and castrated him.

Related Myth: The Gigantes could not be harmed by any immortal. As such, Rhea, Zeus's mother, sent them to overthrow the Olympians when Zeus angered her. The gods held the Gigantes' onslaught off for a decade, but could not defeat them. So, Zeus asked his mortal son Heracles for assistance. With his help, the Olympians were able to cast the Gigantes off of Mount Olympus and defeat them. The gods buried the Gigantes underneath volcanoes. Their intermittent struggles to free themselves cause earthquakes to this day.

Hecate

Hecate was the goddess of magic, ghosts, and tombs. She was also an earth fertility goddess, providing an earthly connection to both life and death. She is usually depicted as having three faces.

Crossroads are sacred to Hecate, and offerings to her are often made at these intersections.

Relationships: Hecate is the daughter of Perses, god of destruction, and granddaughter of the Titan Crius.

Helios (Sol)

Helios was Titan of the Sun, who drove the sun across the sky in his golden chariot. He is a beautiful deity, with golden hair, gleaming eyes, and a crown of rays emanating from his head.

Helios sees everything in the mortal realm, and is often invoked as a witness to sacred oaths.

Relationships: Helios is the son of the Titan Hyperion and the Titaness Theia. He is also the father of Augeas, Circe, Pasiphae, and Phaethon.

Hyperion (Light)

Hyperion is one of the twelve Titans, and is the god of light.

Hyperion is depicted as a man with rays of light emanating from his head.

Related Myth: Hyperion assisted Cronus in the castration of Ouranos by helping his three brothers hold Cronus down. Each of the four stood at one of the four corners of the earth. As the father of the Dawn, Hyperion rules over the East.

Relationships: Hyperion is the son of Ouranos and Gaia. He and his wife Theia parented Selene (the Moon), Eos (the Dawn), and Helios (the Sun) and established each of their heavenly cycles.

Iapetus (Time)

Also known as Japetus, Iapetus was the Titan of time and craftsmanship.

Related Myth: Well known for the destruction he wrought, Iapetus helped his brothers overthrow their cruel father Ouranos. Iapetus helped hold Ouranos down while standing on the western corner of the world. After their victory, Iapetus's power was as great as any Titan's, even though his brother Cronus claimed kingship.

Relationships: Iapetus was son of Gaia and Ouranos, and was the husband of Clymene.

Leto

Leto is a Titaness whose beauty caught the eye of Zeus. She became his lover, and was consequently tormented by Hera.

Related Myth: As punishment for having slept with her husband, Hera ordered all land to shun Leto. This forced the goddess on a quest to find a place to give birth to Apollo and Artemis, with whom she was pregnant. After a long search, Leto finally found an island floating in the sea. As it did not rest firmly on the sea floor, the island was not technically land, and so the goddess finally found her place of refuge to deliver her children.

Relationships: Leto is the daughter of the Titans Phoebe and Coeus and the mother (by Zeus) of Apollo and Artemis.

Menoetius (Rash Violence)

Menoetius was known for his rash violence. He sided with the Titans in the battle of Titanomachy and proved to be a brutal warrior that reveled in bloodshed and showed no mercy. After the Olympians won, Zeus imprisoned Menoetius in Tartarus for his war crimes.

Relationships: Menoetius was the son of Clymene and Iapetus.

Oceanus (Titan of the Ocean)

Oceanus is a Titan and is the embodiment of the ocean and has power over all water sources, including lakes, rivers, streams, and clouds. Depicted as a burly man with bull horns and serpent-like fish tails for legs.

Oceanus remained neutral in the battle between the Titans and the Olympians, but sheltered the Titanesses, and the female goddesses, including Hera.

Relationships: Oceanus was the son of Ouranos and Gaia and the mate of his sister Tethys. Together they gave birth to Metis, Pleione, Amphitrite, Thetis, and Nede. He was also the father of the ocean nymphs (the Oceanids).

Phoebe (“Shining”)

Phoebe is one of the first generation of Titans. Her name means “Shining”, and she is the Titan pantheon’s goddess of oracles and prophecy.

Relationships: Phoebe is the sister and wife of Coeus, with whom she became the mother of Asteria and Leto, and the grandmother of Apollo and Artemis

Prometheus (Titan of Fire and Scheming)

Prometheus was a Titan with a scheming nature. He lied and stole and practiced in myriad deceits, all of which made him quite unpopular with the rest of the gods.

Related Myth: Prometheus was a friend to mankind. When he saw that men were starving because the gods had ordered them to sacrifice their best food to them, he concocted a scheme to alleviate the situation. Prometheus prepared two dishes: one filled with meat but which was given a shoddy appearance, the other was nothing but bones covered with a thin layer of delicious looking steak. He then asked Zeus for guidance in what constituted the best sacrifice. Zeus naturally chose the one that looked more appetizing, thus establishing that bones and scraps of meat were proper sacrifices. When Zeus found out that he had been deceived, he was, once again, furious with Prometheus. But, by then, it was too late and humanity was saved from starvation.

Prometheus also provided mankind with the gift of fire against Zeus’s explicit order not to do so. Zeus was furious with Prometheus. But, Prometheus had sided with the Olympians in overthrowing the Titans. So, as punishment for his crime, rather than casting him into Tartarus for eternity, Zeus merely had him chained to a mountain and commanded a great eagle to tear out and eat his liver every day. Being immortal, Prometheus could not die. But his immortality is, in this case, unenviable.

Relationships: Prometheus was the son of Clymene and Iapetus, a destructive Titan.

Rhea (Titaness of Motherhood)

Rhea was the Titaness of fertility and motherhood, and was Cronus’s wife. Unfortunately, a prophecy foretold that one of their children would usurp his throne. To avoid this fate, Cronus swallowed each child as soon as it was born. Horrified at his behavior, when Zeus was born, she gave Cronus a rock wrapped in swaddling and claimed it was their son. Cronus immediately swallowed it, as expected, which allowed Zeus to grow up without Cronus’s interference.

Rhea is accompanied by lions, whom she loves dearly and mothers as if they were her own children. At Zeus’s request, Rhea also acted as the foster mother to Dionysus. This was to protect Dionysus from Hera, who was jealous because the child was a product of her husband’s infidelity.

Relationships: Rhea was the daughter of Ouranos and Gaia, and wife of Cronus. She gave birth to Demeter, Hades, Hera, Hestia, Poseidon, and Zeus.

Tethys (Titaness of Water Sources)

Tethys is a Titaness of water sources, and all heavenly entities that rise and fall, including the constellations, the sun, and the moon. She was depicted with a pair of small wings on her head.

Relationships: Tethys was the daughter of Ouranos and Gaia, and the wife of Oceanus. She was the mother of the water nymphs and the foster mother of Hera.

Theia (Titaness of Sight)

Theia was the Titaness with the authority over precious metals and gems, and presided over tracing and tracking. She had the power of prophecy and was recognized as the goddess of Sight and the shining ether. She was also known as Euryphaessa, or “Wide Shining”.

Relationships: Theia was the sister and wife of Hyperion and the mother of the Sun (Helios), Moon (Selene), and Dawn (Eos).

Typhon

Typhon is an enormous monster with both human and serpentine characteristics. He has a humanoid torso, arms, and thighs. In place of a human head, though, a hundred snake heads sprout from his shoulders, and he has long serpent tails from the knees down. His serpent heads breathe fire and spit out streams of venom at his enemies. His eyes glow with reddish fire, and he has the ability to emit thundering screams that shake the ground.

After the Olympians overthrew the Gigantes with the help of Zeus’s son Heracles, Gaia was furious. She purposefully conceived Typhon as the personal nemesis of Zeus. Typhon attacked the king of the gods, and a lengthy battle ensued across many Mediterranean lands. Zeus was finally able to cast the monster to the ground using his lightning bolts. Then, picking up Mount Etna, Zeus crushed the beast under its weight and cast it into Tartarus.

Relationships: Son of Cronus and Gaia, husband of Echidna, and father of the Cerberus, Chimera, Hydra, and Orthrus.

The Mesopotamian Cultures

The Sumerian and Babylonian mythologies make up some of the earliest recorded belief systems of mankind. They both arose in the area of Mesopotamia, between the Tigris and Euphrates rivers. Collectively, they are known as the Mesopotamian mythologies. Their legends answer questions concerning the universe and man's place in it from the viewpoint of an agricultural and herding society. In fact, the term 'Babylon' itself means literally 'Land of Wool.'

The Sumerian and Babylonian beliefs can be viewed in one of two ways. The simplest view keeps these two religions relatively distinct and separate. Another commonly accepted viewpoint blends them into a single mythology which evolved over the course of centuries from a pantheon of countless localized gods to one containing a relatively few broadly accepted deities.

Whichever perspective is taken, there is no doubt of one fact. The gods of the earlier Sumerian peoples were subsumed and incorporated into the later Babylonian religion. This process has a distinct parallel in the Greco-Roman mythology where the Romans basically carbon-copied the religious ideals of Greece. To give the Babylonians credit, they did show a little more imagination than the Romans in their adoption of ancient views. They even added a few of their own powerful deities to the ancient legends.

In order to clarify the origin of each deity, they have been placed in different pantheons. The Sumerian Pantheon, also known as the Anunnaki, corresponds to the earlier Sumerian era while the Babylonian Pantheon details the enhancements the Babylonians made to the religious system. It should be kept in mind that the later Babylonian pantheon did not abandon the earlier beliefs entirely. They merely reinterpreted the roles each deity played on the cosmic stage.

Mesopotamian Setting

Mesopotamian Avatar Races & Lineages

Human

Iconic Mesopotamian Armor Pieces

Leather or Plate Breastplate, Proportional or Oversize Shield, Skull Cap

Iconic Mesopotamian Weapons

Axes, Undersize and Proportional Bows, Clubs, Dirk, Maces, Oversize Sword, Slings, Spears, Proportional Quarterstaff

Iconic Mesopotamian Classes

Ashipu Priest / Priestess

Other Initiate Classes

Acolyte, Animist, Apothecary, Bandit, Barbarian, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Demagogue, Desert Nomad, Enforcer, Foot Soldier, Grave Robber, Hood, Hoplite, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Oracle, Pearl Diver, Peasant, Prospector, Sailor, Scholar, Scoundrel, Second Story Man, Sectarian, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Woodsman

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Cleric, Con Artist, Crafter, Creationist, Cult Leader, Demonologist, Docent, Elder, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forger, Geomancer, Healer, Hierarch, High Priest / Priestess, Horseman, Iconoclast, Illusionist, Knave, Knife Thrower, Lapidary, Maestro, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Horseman, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Naval Officer, Necromancer, Patriarch / Matriarch, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Reaper, Sharpie, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Trap Specialist, Warlord, Warrior, White Mage, Wise Man / Woman, Zealot

Mesopotamian Cultural Perks

Members of Mesopotamian culture automatically gain the following abilities.

Gifts

Speaking Mesopotamian

Martial Weapons

Reviewed (+1) in: A single Iconic Mesopotamian Weapon of the character's choice.

The Mesopotamian Factions

The Mesopotamian Culture

Arch-Enemies: Egyptian Culture

Description: The Mesopotamian area was the cradle of civilization, in the area of modern-day Iraq and Syria between the Tigris and Euphrates rivers. Over the course of centuries, this area was home to the Sumerian, Babylonian, Akkadian, and Assyrian empires. The pagan mythology of the area revolved around a central struggle between the forces of Law and Chaos. Marduk, king of the gods, slew Tiamat, mother of Chaos, and formed the world from her carcass. Ever since that time Tiamat's offspring have battled the gods.

"The gods are immortal."

"Chaos must be destroyed."

"Life is a struggle between Law and Chaos."

"Those defeated in war are justifiably enslaved."

"Retaliate for harm received with equal measure."

"Those who cannot pay their debts must forfeit their children to slavery."

Mesopotamian Titles

Social Status	Title
Royalty	King Pehah / Pehath (Governor)
Nobleman	Belšunu

The Anunnaki

Arch-Enemies: The Progeny of Tiamut

Description: The Anunnaki are the followers of Marduk, the Mesopotamian king of the gods. Originally, this included only the other deities in the Mesopotamian pantheon, but after the creation of mankind, it grew to include all proponents of civilization in Mesopotamia. The laws of civilization are recorded in the Code of Hammurabi.

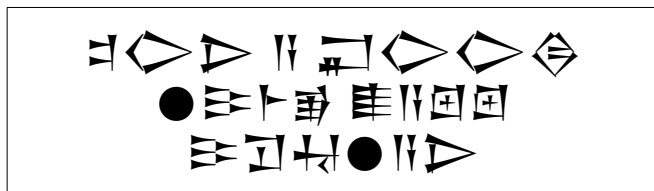
"Mesopotamia belongs to the Anunnaki."

"Man was created to serve the gods."

"Each child is a divine gift."

"The Code of Hammurabi is the supreme law."

"The Progeny of Tiamat are abominations."



The Forces of Tiamat

Arch-Enemies: The Anunnaki

Description: Tiamat was the Babylonian goddess of Chaos, whose body makes up the land of the world and whose salty blood fills the world's oceans. She gave birth to the first monsters of the world, and her descendants populate all the remote untamed, uncivilized regions. As such, Tiamat is known as the Primordial Mother.

"The State lacks moral legitimacy."

"Only individual capability can demonstrate superiority."

"A leader must dominate all challengers."

"Anyone can directly challenge a superior."

Cuneiform

The Mesopotamians used an alphabet known in modern times as Cuneiform. It was designed specifically to be easily written using the end of a reed pressed into wet clay, which then dried to create a permanent record. The Cuneiform Cipher Table¹³¹ provides a mapping between the Latin alphabet and Cuneiform Script, so it can be easily used in-game as a cipher for English text.

Cuneiform Cipher Table

A	B	C	D	E	F	G	H	I
𐎠	𐎡	𐎢	𐎣	𐎤	𐎥	𐎦	𐎧	𐎨
J	K	L	M	N	O	P	Q	R
𐎩	𐎪	𐎫	𐎬	𐎭	𐎮	𐎯	𐎰	𐎱
S	T	U	V	W	X	Y	Z	
𐎲	●	<	𐎴	𐎵	𐎶	𐎷	𐎸	
1	2	3	4	5	6	7	8	9
𐎹	𐎺	𐎻	𐎼	𐎽	𐎾	𐎿	𐏀	𐏁
10	20	30	40	50	60	70	80	90
<	<<	<<<	𐏃	𐏄	𐏅	𐏆	𐏇	𐏈

Mesopotamian Mythology

This section details the mythology of the Mesopotamians.

¹³¹ To create a complete cipher, several liberties were taken in mapping Cuneiform symbols to Latin letters. The symbols are all authentic (Unicode) glyphs, but many gaps in the table were filled with unrelated Cuneiform characters.

Mesopotamian Cosmology

At the beginning of time, the entire universe was comprised of nothing but the waters of Chaos. These consisted of the masculine fresh waters, named Apsu, and the feminine salt waters, named Tiamat.

Apsu and Tiamat mated, and Tiamat gave birth to the first generation of gods. As such, the two became the ancestors to all living things.

Their progeny became so noisome that Apsu could get no rest. To put an end to the clamor, he decided to kill them and planned to produce a great flood to drown them all. Before Apsu could do so, though, the god Enki guessed his plan and put Apsu to sleep instead, sending him to Ker, the realm of the dead.¹³²

This act of murder infuriated Tiamat, who went to war with the gods. All of them were terrified of the Dragon of Chaos except Marduk, who stepped forward and overthrew her. He then fashioned the world from Tiamat's corpse, and filled the oceans with her salty blood. Marduk then surrounded all that he had created with the fresh waters of Apsu. This is why the sky is blue and why you will always strike fresh water if you dig a deep enough well.

Cedar Forest

The Cedar Forest is a vast wood in which the Mesopotamian gods dwell. It is sometimes described as covering the slopes of Cedar Mountain, which lies at the edge of the world at its eastern-most point, where the sun rises every day.^{133, 134}

Dilmun

Dilmun is a brilliant paradise where Enki and Ninhursag live.

Kur

Kur is the Mesopotamian Realm of the Dead. It is sometimes represented as a dragon who was slain by Enki, and from whose corpse the Netherworld was fashioned.

Mesopotamian Heroes and Villains

Enkidu

Enkidu was a wild man, who was covered in hair and began life as a savage. He was created by the gods specifically to overthrow Gilgamesh. Gilgamesh was the tyrannical ruler of Uruk, and his subjects cried out to the gods to free them from his oppression. Enkidu was fashioned as the equal to Gilgamesh in all ways, and sent to alleviate the situation.

Related Myth: Enkidu went to Uruk, and learned that Gilgamesh had instituted a law allowing him to sleep with any bride on her wedding night. When he went to a bride's bedchambers to take advantage of her, Enkidu challenged him. Although Enkidu was divinely created to defeat Gilgamesh, Gilgamesh ended up beating him. Enkidu acknowledged that Gilgamesh was the stronger of the two, and gained respect for the king. Thereafter, the two became great companions.

Gilgamesh suggested the two of them go to the Cedar Forest, where the gods dwell. There, they could slay the monster who guards it, named Humbaba, in order to gain notoriety. So, they travel to the forest and encounter the beast: a monstrous hybrid creature with the head, body, and foreclaws of a lion, the hind claws of a vulture, the scales of a dragon, the horns of a bull, and two vipers for tails.¹³⁵ Humbaba taunts the pair with insults, claiming they are no match for him. Gilgamesh attacks anyway, and the ensuing battle causes the earth to quake and the sky to go dark. But, in the end, the two companions capture and bind the fiend.

To save his own skin, Humbaba bribes Gilgamesh, promising to become his servant, and make Gilgamesh ruler over the Cedar Forest. Undeterred, Gilgamesh slew the hideous beast anyway.

Because of the prowess Gilgamesh demonstrated, the goddess Ishtar became enamored of his manliness and tried to seduce him. Gilgamesh knew that Ishtar had a habit of abusing her past lovers, though. So, despite the fact that she was the goddess of sexuality, Gilgamesh rejected her. Ishtar became furious. She implored her father, Anu, to send Gugalanna, the gigantic Bull of Heaven¹³⁶, to kill him. She threatened to "raise the dead to eat the living" if Anu refused¹³⁷. He complied, commanding the Bull of Heaven to do Ishtar's bidding. It ravaged Uruk, causing widespread devastation. However, Gilgamesh and Enkidu teamed up once again and slew the bovine. Enkidu then cut off one of the bull's legs and threw it at Ishtar, taunting the goddess.

Enkidu's continued defiance of the gods was too much for them to bear. So, they took back the life they had granted him in his creation. Enkidu grew sick and died.

132 Some sources indicate that Enki killed Apsu.

133 In the Epic of Gilgamesh, the Cedar Mountain is said to lie in the northwest.

134 Presumably, the gods dwell at its apex.

135 In the Epic of Gilgamesh, the second "tail" is actually the monster's phallus.

136 The Bull of Heaven is associated with the constellation of Taurus.

137 This is likely the earliest surviving record of the potential to magically raise the dead as undead horrors.

Relationships: Enkidu was created by the gods, and has no parents. His only significant relationship was with Gilgamesh, as his companion.

Gilgamesh

Gilgamesh¹³⁸ was a tyrannical semi-divine king of Uruk, a city in Sumer¹³⁹, who went on a dangerous quest for immortality, but gained wisdom instead.

Related Myth: The death of his close companion, Enkidu, hit Gilgamesh hard. Coming face-to-face with his own mortality, Gilgamesh began to fear death, and fell into a deep depression. Since Utnapishtim and his wife were the only mortals to have attained immortality, Gilgamesh decided to seek them out to ask them for the secret to everlasting life. He asks help from Shamash to find Utnapishtim, and Shamash revealed that Gilgamesh must travel to the Cedar Mountain, located at the edge of the world where the sun rises. So, Gilgamesh traveled to the edge of the world where he found a cave in the mountain's side, which he entered. There, he encountered two scorpion / human hybrid monsters¹⁴⁰, a scorpion man and his wife. They warn Gilgamesh that he should turn back, because the path he has chosen is perilous. But, Gilgamesh is insistent, and finally convinces the scorpion woman of his cause, who allows him to continue.

Gilgamesh then found himself in the paradisaical Garden of the Gods, a place of lush vegetation whose trees bore gems as fruit. He met a woman there named Siduri, who again tried to convince him to abandon his quest. Gilgamesh was determined, though. So, the Siduri informed him that the ferryman Urshanabi had the power to transport him across the sea to where Utnapishtim lives.

Gilgamesh traveled to Urshanabi, and asked for his assistance. Once again, Urshanabi tried to dissuade Gilgamesh in his quest. Frustrated, Gilgamesh flew into a destructive rage. After some negotiation, Urshanabi finally agreed to ferry Gilgamesh to the island on which Utnapishtim lives.

When he arrived at the island, though, Utnapishtim expressed his displeasure with Gilgamesh. He told Gilgamesh that immortality sounds better than it is, as it is man's very mortality that makes life dear. Gilgamesh is, once again, insistent. So, Utnapishtim instructed Gilgamesh to prove his worthiness by staying awake for six days and seven nights. Gilgamesh made a valiant attempt, but fell asleep long before the seventh night. When he awoke, Utnapishtim scolded him, saying that a man who cannot

defeat sleep has no chance of defeating death itself. Nevertheless, Utnapishtim told Gilgamesh where to find a magical herb at the bottom of the sea with the power to magically restore his youth.

Gilgamesh tied rocks to his feet to pull him down to the sea floor, where he obtained the Herb of Life. Finally satisfied, Gilgamesh set out to his homeland of Uruk. But, on the way, a snake swallowed the herb when he was distracted. The serpent immediately shed its skin, regaining its youth, and slithered away. At this, Gilgamesh despaired, finally understanding the utter futility of his quest.

When he arrived home after his perilous journey, though, he saw his city with new eyes. Gilgamesh marveled at the height and thickness of its walls, that kept its occupants safe. The people who had built them died long ago, yet the walls still served their purpose of protecting their builders' descendants. Men die, but their deeds immortalize them. Gilgamesh had returned empty handed, but had gained something far more valuable than immortality: wisdom. From that point on, Gilgamesh ruled Uruk with benevolence and justice.

Relationships: Gilgamesh is the son of Ninsun.

Utnapishtim

The legend of Utnapishtim begins with him as a mortal devoted to the gods. His story has him save humanity from a world-encompassing flood, thereby earning immortality.

Related Myth: Humanity began to overpopulate the world, and their raucous noise kept the god Enlil from sleeping. As a consequence, Enlil decided to wipe them out with a great flood.¹⁴¹

Enki heard about Enlil's plans, and seeing that the mortal Utnapishtim truly revered the gods, warned him beforehand. Enki commanded Utnapishtim to craft an enormous boat in preparation. He ordered that the boat be fashioned as a gigantic cube, 200 feet on each side, sealed with bitumen and tar. The boat was to consist of seven floors, and each floor was to be partitioned into nine sections. He then ordered Utnapishtim to take onboard his entire extended family, the craftsmen who lived in his village, large stores of every type of grain, and baby animals of every variety.

Enlil's deluge lasted for seven days, flooding the entire world and killing everyone who was not on board the great ship. After the rains stopped, Utnapishtim opened up a hatch, and released a dove. Not finding anyplace to land except the boat, the dove returned. The next day, Utnapishtim released a swallow. Again, the bird could find no other landing place, and so returned. On the third day, he released a raven. This time, though, the bird did not return. So, Utnapishtim knew the waters were receding. The vessel finally settled on Mount Nisir. Its doors were thrown open, and its occupants

138 The Epic of Gilgamesh is considered to be the most ancient work of great literature still in existence, dating from 2100 BCE. It is also the second oldest religious text, surpassed only by the Pyramid Texts of ancient Egypt, which were carved into the walls of the pyramids at Saqqara.

139 Located in modern-day Iraq.

140 In Mesopotamian mythology, scorpion men were the offspring of Tiamat. Detailed descriptions of these hybrid creatures can be found under Ta-Bitjet in [The Monsters of the Mediterranean](#). The Mesopotamians called this type of creature by the names of Aqrabuamelu and Girtablilu.

141 It is interesting that Enlil was considered by the Mesopotamians to be perfectly benevolent, wise, and just, and yet is simultaneously attributed with nearly wiping out all humanity because they were too loud.

were freed to repopulate the world.¹⁴²

Enlil became furious that his planned genocide was not entirely successful. But, Ninurta intervened and suggested that, rather than wiping out all of humanity, Enlil should keep their numbers in check through starvation and the savagery of wild beasts.¹⁴³ Enlil agreed, and Utnapishtim and his wife bowed before the god. As a reward, Enlil granted Utnapishtim immortality. Further, the goddess Ishtar appeared and promised that humanity would never again be wiped out by a flood encompassing the entire world.

Unaffiliated Mesopotamian Gods

Apsu

Apsu, or Abzu, is the personification of the fresh waters, including rain, lakes, springs, wells, and rivers. His name means “Abyss”, and he is one of the two original primordial beings to exist at the beginning of time, along with his consort Tiamat. In Mesopotamian mythology, fresh water represents masculinity¹⁴⁴ as opposed to the femininity represented by Tiamat’s salt water. His body is so vast that it surrounds the entire world. Apsu’s blue waters can be seen in the dome of the sky, and can be tasted if you draw water from a well.

Relationships: Apsu is Tiamat’s lover. Along with her, he is the ancestor of everything in the world.

The Mesopotamian Pantheons

Hereafter are listed the various Mesopotamian Pantheons.

The Pantheon of the Anunnaki

The Anunnaki, whose name means “Offspring of Anu”, is the pantheon of Benevolent Law in Mesopotamian culture.

Anu

Also known as An, Anu is the personification of the sky and is the ancestor of the entire Anunnaki pantheon, which is named after him. He is the deity from whom all authority flows, most notably that of the monarchs who rule over mankind.

In the mythology of the Mesopotamian Hittites, Anu’s son Kumarbi castrated him and usurped his throne. Kumarbi later had a son named Teshub who, in turn, overthrew his rule.¹⁴⁵

Anu is sometimes depicted symbolically with a horned cap.

Relationships: Anu is the son of the primordial sea, is the brother of Ki (Ninhusag), and is the lover of Uras, Ki, and Antu. He is the father of Adad, Enlil, Enki, Ishtar, and Kumarbi.

Enlil

Enlil, whose name means “Lord of Wind”, is the personification of wind and is associated with the northern stars. Also known as Elil, Enlil is the god of agriculture, air, earth, and storms. He was the benevolent king of the gods in the ancient Sumerian culture.

Enlil was viewed as a just and ideal leader, an enemy of evil, and a cornerstone of civilization. As such, kings sought his temple’s validation of their divine right to rule, and contributed lavishly to them in order to obtain it.

Enlil was later adopted into the broader Mesopotamian mythology as the original source of much of Marduk’s power. One major consequence of this was that Enlil’s role changed. Marduk was seen in Mesopotamian myth as the king of the gods rather than Enlil.

Sumerian myth credits Enlil with having separated the heavens from the earth. He is also the instigator of a Great Flood that submerged the entire world in water.¹⁴⁶ He did this in an attempt to rid the world of humanity because the noise they produced prevented him from sleeping.¹⁴⁷

Enlil is depicted symbolically using a cap with up to seven pairs of ox horns protruding from it.

142 The Mesopotamian flood story caused quite a stir when it was discovered on cuneiform clay tablets and translated in the early 20th century, due to its striking similarity to the Hebrew story of Noah’s Ark. It is hard to deny the fact that the two stories are closely related to one another, as they both arose from the same region in the Middle East. Considering that the cuneiform tablets are far older than the oldest of the still extant ancient Hebrew scrolls, the finding challenged many peoples’ religious beliefs.

143 Uhhh ... thanks?

144 The Mesopotamians viewed rain as the divine fluid that impregnates the earth and brings forth life.

145 The castration and overthrow of Ouranos by his son Cronus, and the later overthrow of Cronus by his son Zeus in Greek mythology traces back to this myth.

146 The Mesopotamian flood myth closely mirrors that found in Hebrew tradition.

147 This has an interesting correlation in Apsu’s desire to kill the original Mesopotamian gods because they were too noisy.

Relationships: In early Sumerian mythology, Enlil is the son of Anu (the sky) and Ki (the earth – later associated with Ninhursag). He is the brother of Enki and Ishtar. Ninlil is his lover and, by her, the father of Enbilulu, Nanna, Nergal, and Ninazu. He is also the father of Ninurta.

Enki

Also known as Ea, Enki is has contradictory aspects. He is the god of crafts, knowledge, culture, wisdom, magic, and water, and is the protector of mankind. He prefers discourse over battle. But, he is also the god of mischief, who is associated with the planet Mercury. Enki's name means "Lord of the Earth". He was the king of the gods prior to the ascension of his son, Marduk, to the throne.

As the god who defeated Apsu, Enki assumed the role of the god of water. As such, Enki's temples are built on or near springs or waterways. His main temple was a ziggurat¹⁴⁸ named "E-abzu", meaning "House of the Groundwaters", which was surrounded by a vast marsh.

Enki is depicted as a bearded man with the scales of a fish, who wears a Horned Crown of Divinity, a conical cap with horns protruding from it. Water flows from both of his shoulders.¹⁴⁹

Related Myth: When the world was young, men spoke with a single language. All men could communicate with one another. In his role as mischief-maker, though, Enki used his magic to change the way they spoke, and many different languages arose. Men could no longer understand one another, and many conflicts were sparked as a consequence.

Relationships: Enki is the son of Anu and Nammu and the brother of Enlil and Ishtar. He is the husband of Ninhursag and the father of Marduk and Ninsar.

Ishtar

Also known as Inanna, Ishtar was one of the most popular deities of the Mesopotamian region. She was referred to as the Queen of Heaven, is the goddess of beauty, love¹⁵⁰, sex¹⁵¹, carnage, and warfare. She is renowned for the abuse she inflicts on her many lovers.

Ishtar is depicted as a heavily armored warrior woman clothed in "terrifying radiance". She is associated with the planet Venus¹⁵², and is often represented with an eight-pointed star. She is also symbolically represented with lions, doves, doorways, rosettes, or pairs of twisted reeds forming hooks.

Related Myth: At one point, Mount Ebih challenged Ishtar's authority. Consequently, Ishtar went to Anu to get his

148 A ziggurat is a massive structure similar to a step pyramid.

149 These two waterways are assumed to represent the Tigris and Euphrates rivers, between which civilization first arose in the region of what is modern-day Iraq.

150 Oddly, one domain over which Ishtar did not preside was that of marriage, an institution for which she seems particularly well suited.

151 In one religious hymn, Ishtar is said to have the power to change a person's sex.

152 The mythology of Ishtar greatly influenced that of the later Greco-Roman mythology surrounding Aphrodite/Venus.

permission to destroy it. Anu refused, but Ishtar ignored him anyway and raised the mountain. Her disdain for her father continued with her eventually seizing control over his temple in Uruk.

Being a somewhat egocentric goddess, Ishtar traveled to the Underworld to conquer it and usurp the rule of her sister, Ereshkigal, who reigned there as queen. When she arrived, Ishtar encountered the judges of the Underworld, as does everyone who ventures there. They determined the goddess to be exhibiting extreme foolishness. They judged her to be worthy of death, and immediately carried out that sentence. Consequently, Ishtar was unable to leave until Enki rescued her.¹⁵³ When Ishtar departed the Underworld, though, the guardian demons of region demanded recompense, and kidnapped her husband Dumuzid in her place. From that point on, Dumuzid and his sister, Geshtinanna, traded places every six months, resulting in the cyclic change of seasons.¹⁵⁴

Relationships: Ishtar is the daughter of Anu and the sister of Enlil, Enki, and Ereshkigal, and is the twin sister of Shamash. She is the wife of Dumuzid, but no children are generally attributed to her.

Marduk

Marduk is the king of the Mesopotamian gods, and the tutelary god of Babylon. He is associated with plant-life, law, judgment, and magic and is associated with the planet Jupiter. He wields a great net, and a powerful wind, named Imhullu.

Marduk is depicted as a man with eyes all around his head, and a tongue of fire. He is sometimes symbolized by the dragon Mushussu, which he once defeated in battle. Mushussu is a hybrid monster with scaly skin, hind legs resembling the talons of an eagle, the forelimbs of a lion, a forked tongue, and horns on its head with a long neck and tail.

Related Myth: The gods heard that Tiamat was gathering forces to kill them in revenge for their having slain her mate, Apsu. They trembled in fear, and anxiously gathered to figure out what to do. Though very young, Marduk volunteered to meet Tiamat in battle, as long as was granted kingship if he won. Relieved that someone had stepped forward, they all agreed.

Marduk got to work. He fashioned a bow and a net, and gathered all the winds to wield as a weapon. Tornadoes, gales, cyclones, and tempests were at his command. He set out for battle riding a hurricane drawn by four horses who breathed poison. As he approached Tiamat in his stormy chariot, lightning flashed all around in spectacular pyrotechnic displays. He met Tiamat in single-combat. But, despite all his preparation, Tiamat battled him with equal ferocity. She was, after all, the Dragon of Chaos, the master

153 This descent of Ishtar into the Underworld, and her subsequent return parallels the setting and rise of the planet Venus with which she is associated.

154 There is a strong correlation between this myth and that of the Greek Persephone.

of pandemonium. Tiamat used all her magic to cast potent spells of confusion that sent Marduk's mind reeling.

Marduk seemed doomed to fall, but he somehow managed to recover his senses and came up with a plan. He taunted Tiamat, asking how she could simultaneously be the one who gave life to the world, and yet also be the one intent on destroying it. He accused her of being a mother only superficially; that in her depths she was cold and dispassionate. These accusations invoked her rage and she screamed. At this, Marduk cast his net over her, and forced his divine winds into her open maw. The winds were so powerful that she could not close her mouth against them. They entered her and distended her stomach to such a degree that her skin could barely contain her innards. At this point, Marduk shot an arrow at her belly. The resulting explosion ripped her in two.

Marduk's father, Enki, was the king of the gods. But, he recognized that Marduk deserved the throne after his remarkable victory, and willingly ceded it to him as agreed. In this way, Marduk became sovereign over all man-kind.

In this way, Marduk slew Tiamat. He took the two halves of her corpse and fashioned the sky and the earth from them. He made the vault of the heavens from her ribs, and the Milky Way from her tail. Blood gushed from Tiamat's body, and filled the oceans with salt water.

Relationships: Marduk is the son of Enki and Damkina¹⁵⁵ and is the consort of Sarapanit.

Nanna

Also known as Sin, Nanna is the personification of the Moon. The moon is often used to represent astrology, which the phases of the moon strongly influence. So, Nanna is also viewed as the god of wisdom.

Nanna is depicted as a man with a beard of lapis lazuli, riding the winged Bull of Heaven. He is represented symbolically with a crescent moon.

Relationships: Nanna is the son of Enlil and Nenlil. He is the husband of Ningal and is the father of Ishkur¹⁵⁶.

Ninhursag

Also known as Ki and Ninkhursag, Ninhursag is the Mesopotamian earth goddess. She is the personification of mountains, who has authority over fertility, and assisted Enki in the creation of the first humans, mixing clay with the blood of Kingu.

Ninhursag, whose name means "Lady of the Sacred Mountain", is represented symbolically with a stylized womb, resembling the Greek Omega ("Ω"). She is depicted as a woman wearing a layered skirt and Horned Crown of Divinity on her head. She carries a mace topped with the Omega symbol, and is accompanied by a leashed lion cub.

Relationships: Ninhursag is the daughter of the primordial sea¹⁵⁷, and is the sister/lover of Anu, by whom she is the mother of Enlil. She is also the wife of Enki, and, by him, the mother of Ninsar ("Lady Greenery").

Shamash

Also known as Utu, Shamash is the Mesopotamian sun god. He represents justice and morality, enforces the divine laws of the pantheon, and is one of the judges of the dead. Despite his role as an enforcer and judge, he is renowned for his generosity and warmth.

Shamash rides across the sky each day in a chariot, and sees everything that goes on in the world while doing so.¹⁵⁸ After the sun sets each night in the West, he rides through the Underworld until he emerges once again in the East. Shamash wields a curved double-edged sword with a toothed saw-like blade.

Shamash is depicted as an old bearded man wearing the Crown of Divinity, and the rays of the sun emanating from his shoulders. He is symbolically represented by a solar disk with rays radiating from it.

Relationships: Shamash is the son of Anu¹⁵⁹ and Nanna, and is Ishtar's twin brother. In some sources, Shamash is husband of Sherida, with whom he fathered Kittu and Misharu.

155 Some sources state that Marduk is the son of Utu.

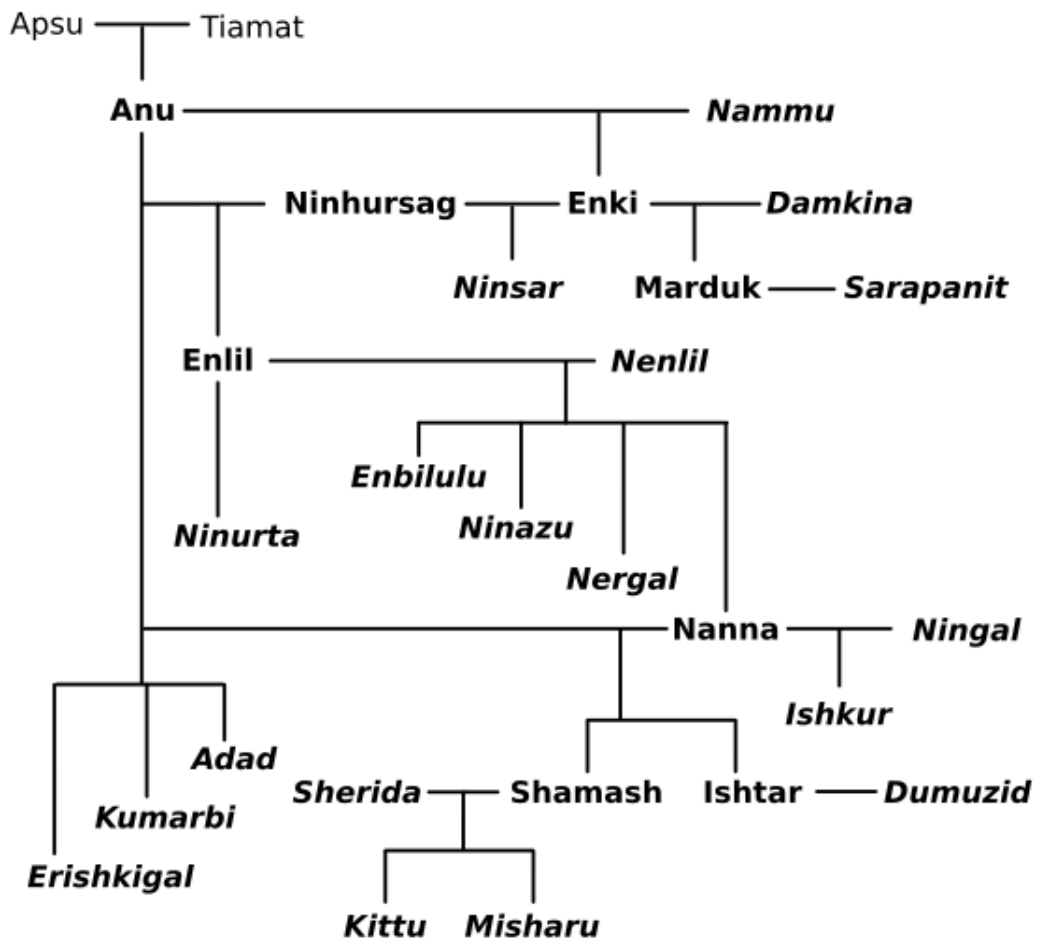
156 Some sources list Nanna as the father of both Ishtar and Shamash.

157 Originally given the name of Nammu, but later identified with Tiamat.

158 Chariots that carry the sun across the sky are common in mythology. The Greek Helios and the Nordic Sol both drive similar chariots. The Egyptian Ra plays a similar role, although he rides in a barque across the sky.

159 In many sources, Shamash is the son of Anu or Enlil.

The Anunnaki



The Pantheon of the Forces of Tiamat

The forces of Tiamat represent the faction of Chaos in the Mesopotamian mythos.

Kingu

Kingu was the leader of Tiamat's forces in the primordial war between Chaos and Order. In this war, his authority derived from the fact that he had been given the Tablet of Destiny by his mother, Tiamat. He was killed by the gods, and his blood was mixed with clay to fashion the first humans in the image of the gods.

Relationships: Kingu is the son of Tiamat, and the father of humankind.

Tiamat

Tiamat is the primordial goddess of Chaos in Mesopotamian mythology. She is the personification of the oceans' salt water, and is the consort of Apsu, the personification of fresh waters.

Tiamat is often envisioned as either the world's oceans, or as a monstrous sea serpent or dragon. She has no single definitive depiction, but Mesopotamian dragons often have multiple heads (seven-headed dragons are common). In other sources, she is described as having a single head.¹⁶⁰

Related Myth: Tiamat became furious when the gods put her mate, Apsu, to sleep and went to war against them. To prepare, she gave birth to all of the world's monsters. To the greatest of her sons, Kingu, she gave the Tablet of Destinies, establishing him as the leader over her forces. When all was ready, she and her armies went into battle.

Tiamat cast spells to confuse and terrify the gods, and all of them fled except Marduk. Although, he was not entirely immune to her magic. As the personification of Chaos, just looking at Tiamat caused Marduk's mind to spin. At first, his confusion kept him from forming a strategy to fight her. But, somehow he regained his wits. He wielded the winds, forcing them down her throat and blowing her up like a balloon. He then pierced her belly with an arrow, which caused her body to erupt with a hurricane-like force that ripped her in two. Tiamat was thus vanquished.

Relationships: Tiamat represents primordial Chaos. As such, she has no parents. She is the wife of Apsu, is the mother of the first generation of gods, including Lahmu and Lahamu (the zodiac and constellations). She is also the mother of all monsters, both literally and figuratively.

¹⁶⁰ As she is the personification of Chaos, though, it would be reasonable to interpret Tiamat as never appearing exactly the same way twice.

The Nordic Culture

The gods of the Norse were indeed a fierce clan. They reveled in the sport of battle among themselves and among mortals. More than once, they have resolved an argument with a fight to the death. However, those who could fairly outwit the gods were rewarded for their ingenuity by gifts of poetry, song, or wisdom.

A fighter in the mythos of the Norse looked forward to the day he would die bravely in battle. Then he may be chosen to ride with the Valkyries to Valhalla and fight for the favor of the gods.

The Norse Mythos is unique in its grim outlook. The Nordic gods, contrasting their all-powerful immortal Greek and Roman counterparts, are all fated to death at the time of Ragnarok, the end of the world. In this final battle between the giants and gods, the gods are slain and Midgard, the land of men, is destroyed. Thus, in the Nordic outlook, chaos ultimately overcomes law. This one simple fact hangs gloomily over every aspect of Nordic life. The good deeds of all men will eventually lose their meaning. Family, friends, and civilization itself will fall to the same dismal fate. The best that both gods and men can accomplish is to die a brave, glorious death in battle.

Nordic Setting

Nordic Avatar Races & Lineages

Dwarf (Duergar, Erdluite, Mixed, and Rugen), Elf (Ljósálfar, Mixed, and Svartálfar), Human, Gnome (Barbegazi and Mixed), Goblin (Bogle, Kobold, and Mixed), Hob (Moss Folk and Mixed), Mixed Race (Elf/Human Mix, Goblin/Human Mix, Troll/Human Mix), Troll (Huldra, Mixed, and Skogsrá)

Iconic Nordic Armor Pieces

Aventail, Hauberk, Norman Helm, Proportional or Oversize Shield

Iconic Nordic Weapons

Axes, Hammers, Proportional Spears, Viking Sword

Iconic Nordic Classes

Berserker, Gothi, Jomsviking, Ulfhamr, Viking

Other Initiate Classes

Acolyte, Animist, Apothecary, Bandit, Barbarian, Blacksmith's Apprentice, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Demagogue, Enforcer, Foot Soldier, Grave Robber, Hood, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Mountaineer, Oracle, Peasant, Prospector, Sailor, Scholar, Scoundrel, Sectarian, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Trapper, Witch Neophyte,

Wizard's Apprentice, Woodsman

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Alpine Explorer, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Black Mage, Blacksmith, Brawler, Brigand, Champion, Cleric, Con Artist, Crafter, Creationist, Cult Leader, Demonologist, Docent, Elder, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forester, Forger, Geomancer, Glass Smith, Healer, Hierarch, High Priest / Priestess, Highway Robber, Horseman, Hunter, Huscarl, Hydromancer, Iconoclast, Illusionist, Knave, Knife Thrower, Lapidary, Maestro, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Glass Smith, Master Horseman, Master Huscarl, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Naval Officer, Necromancer, Patriarch / Matriarch, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Ranger, Reaper, Sharpie, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Totemic Adept, Totemic Master, Trap Specialist, Warlock, Warlord, Warrior, White Mage, Wise Man / Woman, Witch, Witch Hunter, Wizard, Zealot

Nordic Cultural Perks

Members of Nordic culture automatically gain the following abilities.

Gifts

Speaking Germanic

Martial Weapons

Reviewed (+1) in: A single Iconic Norse Weapon of the character's choice.

𐌆𐌚𐌙𐌛𐌜𐌝𐌞𐌟 • 𐌪𐌫𐌬𐌭𐌮 • 𐌰𐌱𐌲 • 𐌳𐌴 •
𐌵𐌶 • 𐌷𐌸𐌹 • 𐌺𐌻𐌼 • 𐌾𐌿

Nordic Runes

The Nordic alphabet¹⁶¹ is comprised of glyphs known as runes, which are shown on the Nordic Runes Cipher Table¹⁶². The table provides a convenient mapping between Latin letters and Nordic Runes, so they can be easily used in the game as a cipher for English text.

Nordic Runes Cipher Table

A	B	C	D	E	F	G	H	I
ᚠ	ᚢ	ᚦ	ᚨ	ᚱ	ᚲ	ᚷ	ᚹ	ᚻ
ᚠ	ᚢ		ᚠ	ᚱ			ᚹ	ᚻ
				ᚠ			ᚹ	ᚻ
J	K	L	M	N	Ng	O	P	Q
ᚵ	ᚶ	ᚷ	ᚸ	ᚹ	ᚺ	ᚻ	ᚼ	ᚾ
ᚵ	ᚶ	ᚷ	ᚸ	ᚹ	ᚺ	ᚻ	ᚼ	ᚾ
R	S	T	Th	U	V	W	X	Y
ᚱ	ᚲ	ᚳ	ᚴ	ᚵ	ᚶ	ᚷ	ᚸ	ᚹ
ᚱ	ᚲ	ᚳ	ᚴ	ᚵ	ᚶ	ᚷ	ᚸ	ᚹ
Yr	Z		1	2	3	4	5	6
ᚰ	ᚱ		ᚲ	ᚳ	ᚴ	ᚵ	ᚶ	ᚷ
ᚰ	ᚱ		ᚲ	ᚳ	ᚴ	ᚵ	ᚶ	ᚷ
7	8	9	10	11	12	13	14	15
ᚸ	ᚹ	ᚺ	ᚻ	ᚼ	ᚾ	ᚿ	ᚰ	ᚱ
ᚸ	ᚹ	ᚺ	ᚻ	ᚼ	ᚾ	ᚿ	ᚰ	ᚱ
16	17	18	19	word separators ¹⁶³				
ᚰ	ᚱ	ᚲ	ᚳ	• : +				

The Norse Factions

The Norse Culture

Arch-Enemies: Celtic Culture, Christian Culture, Roman Culture, Slavic Culture

Description: The Nordic world-view was dark and cold, very much like the northerly ice-filled climate in which they lived. They believed the world to have been fashioned by the gods from the corpse of their slain enemy Ymir, the father of the frost giants. This act gained them the enmity of the giants, who are foretold to overthrow the gods at the battle of Ragnarok, the end of the world. As man's fate is tied to that of the gods, all men should strive to their utmost to postpone this inevitable doom.

"Explore and conquer."
 "Even the gods are doomed to die."
 "Reward disrespect with death or maiming."
 "The Norse should rule the Teutonic Lands."
 "Raiding and plundering is an effective military strategy."
 "Families exact their own justice. Police are unnecessary."
 "Only deeds can gain immortality, through a skald's song and verse."

Nordic Titles

Social Status	Title
Royalty	King Jarl (Earl)
Nobleman	Lendmann Hauld Ridder (Knight)

The Asgard

Arch-Enemies: The Jotuns

Description: The Asgard consist of the vikings, their allies, and the Nordic gods they worship.

"Sacrifice all for true friend's sake."
 "Delay Ragnarok as long as possible."
 "Hope for no more than a glorious death."
 "The Asgard should rule the Nordic lands."

161 Known today as the Futhark alphabet.

162 The runes on the table are standard Unicode symbols.

163 Rather than blank space, runic writing uses symbols to separate words.

The Jotuns

Arch-Enemies: The Asgard

Description: The Jotuns are the Nordic giants and their followers, sworn enemies of the Asgard.

"Push toward Ragnarok eagerly."
 "The Nordic lands belong to the Jotuns."
 "Humans are intruders in the Nordic lands."

Norse Mythology

Major Nordic Events

Fimbulwinter

Fimbulwinter is a prophesied winter which will last three years. It will presage the battle of Ragnarok.

Ragnarok

Ragnarok is a battle prophesied to happen at the ending of the world, in which the Jotunns will overthrow the gods, killing most of them.

Nordic Cosmology

The Nordic universe was originally comprised of the land of ice, named Niflheim, the land of fire, named Muspelheim, and the Ginnungagap, which lay between them. Initially, the Ginnungagap was a great void of Chaos, but the rivers of the Elivagar flowed out of Muspelheim, into the Ginnungagap. The waters were frozen by the cold of Niflheim, creating the Frost Giant Ymir, the Cosmic Cow Audumala, and the World Tree Yggdrasil. Yggdrasil's roots reached down into Niflheim, and its branches reached up to Muspelheim. Audumala and Ymir had offspring, which populated the universe with various gods. These gods ended up killing Ymir, and forming the world from his corpse.

Alfheim

Located in the sky within Yggdrasil's branches, Alfheim is one of the nine realms. Also known as Liosalfheim, which literally means "Light Elf Home", it is the land where the light elves dwell. The hall of the elfin king is called Gimle, in the highest region of Alfheim called Vidblain ("Wide Blue"). But, to get to Vidblain, you must first travel through a lower region of Alfheim called Andlang.

Asgard

Asgard is one of the nine realms, and the home of the Aesir gods. It is located in Yggdrasil's upper branches in the sky.

Bifrost

Bifrost, or Asbru, is the Rainbow Bridge that connects Midgard to Asgard. It is guarded by Heimdall, and is often seen in the sky as the shimmering rainbow.

The Elivagar

The Elivagar are a group of eleven rivers flowing within the Ginnungagap since the beginning of time. These were named Fimbulthul, Fjorm, Gjoll, Gunthra, Hrid, Slidr, Svold, Sylgr, Vid, and Ylgr. A form of highly poisonous venom, known as Eitr¹⁶⁴, dripped from these rivers. This liquid froze and formed vast Ymir, the first Frost Giant, whose corpse was used to fashion the world.

The Ginnungagap

The Ginnungagap was the original void of Chaos at the beginning of time.

It lay between Niflheim and Muspelheim. At the beginning of time, waters flowed out of the warm region of Muspelheim, land of fire, and slowly filled the void. The cold of Niflheim froze it, and the resulting icebergs merged to form the bodies of Audumala, the cosmic cow, and Ymir, the first Jotunn, from whose body the world was formed.

Ymir fed on Audumala's milk. Ymir produced a man and woman from his own body, while Audumala freed another man from the ice in the Ginnungagap by licking it, named Buri. In the same way that Ymir had done, Buri produced a son of his own, named Borr. Borr married Bestla, Ymir's daughter, and they gave birth to Odin, Vili, and Ve. These three children killed Ymir, and constructed the world from his corpse.

Jotunheim

Johtunheim is one of the nine realms of the Nordic universe, where many Jotunns live. It is located at the base of the World Tree, Yggdrasil, at ground level, next to Midgard and Vanaheim.

Midgard

Midgard is one of the nine realms of the Nordic universe, positioned at the very center of the world. Its name literally means "Middle Earth", and is the land where men dwell. It is located at the ground level of Yggdrasil next to Jotunheim and Vanaheim.

¹⁶⁴ Jormungandr's venom was of this special type.

Nidavellir

Nidavellir, whose name means “Dark Mountains”, is one of the nine realms, where the dwarfs live. It is one of the Nordic underworlds, along with Niflheim and Svartalfheim.

There is a golden hall in Nidavallir named Sindri that will supposedly become the abode of virtuous souls after Ragnarok, taking the role currently played by Valhalla and Sessrumnir. It is located in a mountain range of Nidavellir called Nidafjoll, which is where the dragon Nidhogg is currently imprisoned.

Niflheim

Niflheim is one of the nine realms. It is the land of ice and snow where the Frost Giants live. Niflheim is located in the Northern part of the Nordic underworld beneath the roots of Yggdrasil.

Muspelheim

One of the nine realms, which is located in the branches of Yggdrasil to the South. Here is where the Fire Giants dwell. The Sun is said to be a single ember taken from Muspelheim that moves across the sky whose light warms the world. If the brunt of this ember’s heat were not blocked by Sol’s shield, the entire world would catch on fire.

Svartalfheim

Svartalfheim, whose name literally means “Black Elf Home”, is one of the nine realms which is located underneath Yggdrasil’s roots. Also known as Dokkalfheim, or “Dark Elf Home”, it the part of the underworld where the dark elves dwell.

Utgard

Utgard is the gigantic castle of the Jotunn Skrymir in Jotunheim.

Valhalla

Valhalla is Odin’s great hall located in the land of Gldsheim (“Bright Home”) within the realm of Asgard.

Vanaheim

Vanaheim is one of the nine realms, and the home of the Vanir gods. It is located at the ground level of Yggdrasil, adjacent to Midgard and Jotunheim.

Yggdrasil

Yggdrasil is the Nordic World Tree, an Ash tree whose branches and roots reach into all nine realms.

Odin decided that he needed to be able to see the future to be wise leader of his people. So, he sought out the three Norns (Nordic Fates), who had the power to provide him the gift of prophecy. The Norns agreed to do so, but only if Odin would give them the gift of one of his eyes. Further, the only way he could obtain future sight was to die, although the Norns promised to bring him back from the dead using the waters of life. Feeling he had no other recourse, Odin agreed. He was hung upside down from the world tree by the three Norns, who then gouged out one of his eyes and killed him.

Odin’s spirit traveled through all nine realms on an eight legged stallion named Sleipnir. It took him nine days to see everything there was to see, one day for each realm. After this time, the Norns revived Odin with the water of life, as promised. In this way, Odin became the only god to conquer death, and was given the title Yggr, god of death.

Drasil is a term having a dual meaning of both steed and gallows. So, the name Yggdrasil is a portmanteau simultaneously meaning “Odin’s Steed”, and “Odin’s Gallows”. It is both the steed he rode through the nine realms, and the gallows from which he hung while dead.

Nordic Heroes and Villains

Beowulf

Beowulf is a hero who appears in a single epic poem¹⁶⁵.

Related Myth: Beowulf’s story starts with him showing up at the hall of Hrothgar, king of the Danes. He had heard that Hrothgar’s hall and men had been attacked several times by a fierce monster, and he came to help. Hrothgar explains that the monster is a hairy troll-like giant, named Grendel, who had been vexed by the sound of Hrothgar and his men enjoying each other’s company. Consequently, the monster had attacked, killed, and eaten many of his followers. Although they had defended themselves admirably, their weapons could do the monster no harm.

As Grendel was apparently immune to weapons, Beowulf decides to face it unarmed. He stayed that night in Hrothgar’s hall with his companions, while only pretending to sleep. Grendel enters the hall as expected, and tries to grab Beowulf unawares in his sleep. But, it is Beowulf who gets the upper hand by surprising Grendel. He grabs Grendel’s arm and grapples with him. As they wrestle, Beowulf’s retainers attack the beast with their swords, but

¹⁶⁵ This original manuscript, which dates to somewhere between the 10th or 11th century, has no title. But, scholars have since named the work after its main protagonist, Beowulf. It was originally only studied for its historical significance. But, J.R.R. Tolkien brought attention to it as a literary masterpiece, and it is now considered to be one of the greatest works of Old English literature.

their blows fail to even leave a mark on its hide. After a long brawl, Beowulf demonstrates his great strength by ripping one of Grendel's arms completely off. The monster flees the hall screaming in pain, and runs off into the nearby marsh where he bleeds to death.

Hrothgar rewards Beowulf handsomely for his victory, and provides the hero with separate lodging to honor him. Meanwhile, Hrothgar's men return to his hall and, once again, take up residence in celebration.

Unfortunately, Grendel's mother (who is never named) hears of her son's defeat, and is infuriated. She attacks the hall seeking revenge and kills several more of Hrothgar's men before fleeing.

When Beowulf hears of the attack, he and Hrothgar track the monster to a nearby lake. Beowulf borrows a sword from one of Hrothgar's men and dives into the lake to do battle. He swims down to a great depth, battling sea creatures along the way. He finally comes to an underwater cave. Grendel's mother reaches out with her long arms, grabs Beowulf, and draws him in to her lair. The combat is ferocious, but Beowulf's sword can do her no injury. She wrestles Beowulf to the ground, holding him down with her weight. But, Beowulf spots another sword nearby, large enough to suit a giant. Hoping this weapon will do better than his own, he retrieves it and uses it to cut off her head.

Beowulf searches the cavern and finds Grendel's body, which he decapitates as well. But, the acidic blood of the giants dissolves the blade, leaving only its hilt.

Beowulf takes Grendel's severed head and the sword hilt back to Hrothgar as evidence that the monsters are dead. Hrothgar is, once again, delighted. He provides Beowulf with even more treasure than before, including the magnificent sword Naegling, or "Nail".

Beowulf returns to Geatland, his home, and eventually becomes its king. Fifty years pass, and his kingdom is attacked by a dragon at Earnanaes. It was aroused when a thief stole a golden cup from its hoard and rampaged around the countryside setting everything aflame with its breath. Beowulf sets out to fight it with many men. But, when he encounters the dragon, he decides to fight it single-handedly. Beowulf enters battle with the beast, but it overpowers him. All of his men run off into the surrounding forest terrified, except Wiglaf, who comes to Beowulf's aid. The two men fight the dragon furiously, and Naegling gives it a mortal wound. But, the sword itself breaks, providing the dragon an opportunity to slay Beowulf in turn.

Sigurd

Sigurd, or Siegfried, was a prince, the son of King Sigmund and Queen Sisibe.

Related Myth: Sigurd's mother was exiled from her homeland while pregnant with him, and she gave birth to Sigurd in the Black Forest deep in the woods. She died shortly thereafter. But, before she died, Sisibe gave her infant son to a dwarf blacksmith named Regin to raise. At the same time, she handed the dwarf Sigurd's inheritance to give him when he came of age: the shards of his father's broken sword, named Gram, which had been forged by the great smith Wayland.

Sigurd's father had obtained Gram at the wedding feast of his sister Signy. During the festivities, a strange man showed up carrying a magnificent sword that was "all decked with gold and gleaming bright". This man was actually Odin in disguise. Odin thrust the sword into a tree's trunk and declared that any man that could pull it from the trunk could keep it as a gift. All of the men at the wedding feast tried to extract the weapon, but none were strong enough to do so. Finally, Sigurd's father came forward and pulled it free without difficulty.¹⁶⁶ Sigmund later broke the sword in the battle that took his life.¹⁶⁷ But, Sisibe saved the pieces for her son.

As he grew older, Sigurd became too rebellious for Regin to handle. So, Regin decided to be rid of him. Regin reforged Gram, and sent Sigurd out to slay a dragon. He instructed Sigurd to cut out and cook the dragon's heart and bring it back to him. But, Regin didn't send Sigurd out to kill just any dragon. Rather, it was Regin's own brother, Fafnir. His brother had been cursed by divine magic into the reptilian form¹⁶⁸ because he had slain their father, Hreithmar, for his gold.

Unfortunately, Hreithmar's golden hoard contained a cursed gold ring. Hreithmar obtained his treasure hoard from the Aesir gods. He had demanded it as compensation after Loki had killed his son, Otr. Odin agreed that compensation was due, and ordered Loki to provide it. Loki didn't have the demanded treasure, though. So, he went out to obtain it. Knowing that the dwarf Andvari had transformed himself into a fish and was swimming in the sea, Loki went to the sea-giant Ran and borrowed her net. Using it, he caught the dwarf and demanded all of his gold. Andvari offered to give Loki what he asked, but requested he be allowed to keep his golden ring. Loki refused this appeal and took the ring anyway. The ring was charmed to bring its owner untold wealth. But, Loki's lack of charity prompted Andvari to curse it to also bring an untimely death.

¹⁶⁶ In this regard, Gram plays the same role in the legend of Sigmund that Excalibur does in Arthurian legend.

¹⁶⁷ There is a common motif in Nordic legends of the tragic hero, whose sword breaks at an inopportune moment, resulting in his death. These swords are sometimes reforged by their descendants, who then go on to become heroes themselves.

¹⁶⁸ Specifically, the form of a Lindwurm dragon (described in [Celtic Creatures and Nordic Nightmares](#)).

The curse on the gold brought ruin to Hreithmar, and utilized Fafnir's own greed to slowly metamorphize him into a dragon who was entirely absorbed with guarding its hoard. Being imbued with a divine curse, Fafnir was unusually dangerous. Hoping the dragon would kill Sigurd, Regin sent the hero out without all the knowledge he needed.

But, Sigurd encountered Eugel, king of the Nibelung dwarfs, along the way. The dwarf knew of Sigurd's peril, and gave him a hooded cloak of invisibility, known as a Tarnkappe, to help him out. Consequently, Sigurd ended up killing Fafnir instead of being slain himself. In this way, Sigurd gained the dragon's hoard, including the cursed Ring of the Nibelung.

Sigurd accidentally tasted the dragon's blood when preparing the heart as Regin requested, and instantly came to understand the speech of birds, who told him about Regin's scheme to bring about his death. The news understandably angered the young hero, who became intent on retribution. Realizing the dragon's blood had magical properties, Sigurd smeared it over most of his body. Where the blood covered his skin, the hero became invulnerable to weapons. But the curse on the ring had caused a leaf to stick to his shoulder, leaving a small patch of skin unaffected. Sigurd then ate the dragon's heart himself, which granted him the gift of prophesy.

Finally, Sigurd traveled back to Regin and took his revenge, killing his betrayer.

Relationships: Son of King Sigmund of Tarlungaland and Queen Sisibe of Spain.

Unaffiliated Nordic Gods

Audumala

Audumala, or Audumbla, was the great cosmic cow that formed when the universe was young from the Elivagar rivers as they flowed into the void of Chaos, known as the Ginnungagap. The enormous giant Ymir formed at the same time. Audumala fed on the primordial ice, and Ymir fed on her milk. As Audumala licked the ice, she freed the giant Buri, who had a son of his own, named Borr.

Relationships: Audumala is not explicitly described as being related to anyone in Nordic myth. But, at the beginning of time there were only three beings: Audumala, Buri, and Ymir. Of the three, Audumala is the only female. Given this information, you are left to your own conclusions.

Fenris

Fenris is a monstrous wolf prophesied to kill Odin in the battle of Ragnarok. Fenris will, in turn, be slain by Odin's son Vidarr.

Related Myth: Because of the prophesy that he would kill Odin, the gods were wary of Fenris when he was born. At first, they reared the young wolf pup in Asgard. But, as Fenris grew, the gods became more and more fearful of him until they decided to bind him. They attempted to leash the wolf again and again with ever stronger tethers. But, the wolf broke every rope, cable, and chain they tried.

In desperation, the gods went to the dwarfs to see if they could fashion a binding so strong that even a wolf capable of slaying the All-Father would be unable to break it. The dwarfs accepted the challenge. They got to work and gathered their materials: the sound of a cat's footstep, the beard of a woman, the breath of a fish, the roots of a mountain, and the spittle of a bird. When they were finally prepared, they crafted Gleipnir, a seemingly delicate ribbon of great subtleness whose weight could barely be felt in one's hand.¹⁶⁹

The gods were understandably doubtful that such a thing could hold against the might of Fenris. But, having no better alternative, they decided to give it a try.

Fenris was no fool, though. When they showed the flimsy ribbon to the massive canine, he became suspicious. He insisted that one of the gods place their hand within his maw, in case he was being tricked. The gods were reluctant to do so, but Tyr finally relented. He realized that if nobody volunteered, the wolf would remain free and Ragnarok would descend upon the world all the sooner. So, he stepped forward and placed his hand in the jaws of Fenris. At this, the wolf agreed to test Gleipnir's strength.

The leash was placed around his neck, and the wolf strained against it. He pulled and he jerked and he thrashed about

¹⁶⁹ Clearly, the dwarfs were the first to discover how to make ribbons from carbon nanotubes.

with his every muscle. But, Gleipnir held firm against all of the wolf's assaults.

Realizing that he had been bested, Fenris bit off and swallowed Tyr's hand. The gods secured Gleipnir to an enormous boulder on the island of Lyngvi within the great lake of Amsvartnir. There Fenris struggles against Gleipnir to this day, and is destined to finally break free at the time of Ragnarok.

Relationships: Son of Loki and Angrboda, and father of Skoll and Hati.

Gullinkambi

Gullinkambi, whose name means "Gold Comb", is a rooster that nests at the top of the World Tree. It engages in an eternal exchange of insults, known as a flyting, with Nidhogg, the dragon that gnaws at Yggdrasil's roots. These insults are exchanged via Ratatosk, a squirrel that continually runs up and down the tree who acts as their messenger.

Hati

Hati, or "Hate", is a monstrous wolf that chases the Moon across the sky. He is also known as Managarmr, or "Moon Hound".

Relationships: Hati is the son of Fenris, and the brother of Skoll.

Hel

Hel is the ruler of Niflheim. She dwells there in a vast hall in Niflhel called Elijudnir, where she is attended by the dead. Because the gods feared the destruction she could wreak, Odin sent her to Niflheim and gave her the responsibility of residing over all those who die of sickness or old age.

Hel has a corpse-like appearance, with half of her body being black, and the other half being flesh-colored.

Hel wields a knife named "Famine", eats from a dinner plate named "Hunger", and sleeps in a bed named "Sick Bed".

Hel rides a three legged horse named Helhest.

Relationships: Hel is the daughter of Loki and Angrboda, and is the sister of Fenris and Jormungandr.

Jormungandr

Jormungandr is a serpent that is so enormous that it encircles the land of men, or Midgard, grasping its own tail in its mouth. As such, Jormungandr is the Nordic version of an Ouroboros that lies at the bottom of the sea. His name means "Huge Monster", and he is Thor's nemesis.

Related Myth: Thor and the Jotunn Hymir go fishing, at Thor's insistence. Hymir refuses to provide Thor with bait, so Thor walks up to Hymir's finest ox and cuts off its gigantic head, declaring that he now has bait. Hymir is not happy at this turn of events, but the two set sail. Hymir pilots his boat to his usual fishing spot, where he has successfully

fished for whales in the past. But, Thor insists they go out further. They sail to the edge of the world, and Thor baits a chain with the ox head he brought and drops one end into the water. Jormungandr bites down on the bait, and Thor pulls the serpent's head out of the water. Venom gushes from the great serpent's fangs, and Hymir cowers in fear. Thor holds the line with one hand, and draws back with the other to strike Jormungandr with his hammer. But, the terrified Hymir breaks the line, and the serpent drops back into the sea.

Jormungandr has an important role to play in the ending of the world as well. Great crashing waves and turbulent waters will precede Ragnarok, as Jormungandr finally lets go of its tail and thrashes its way out of the depths. Fenris will set half of the world on Fire in this battle, and Jormungandr will drown the other half in venom. The fight between Thor and Jormungandr is so evenly matched, that Thor will be entirely occupied with battling the serpent, unable to help the other gods in their fight with the Jotuns. Thor will finally kill Jormungandr, but will quickly die thereafter from its poison.

Relationships: Jormungandr is the son of Loki and Angrboda.

Mundilfari

Mundilari is the father of Sol and Mani, whom he declared to be so beautiful that they rivaled the appearance of the Sun and Moon. To punish this arrogance, the gods assigned Mundilfari's children the task of driving the chariots that carry these heavenly bodies across the sky.

Relationships: Mundilfari is the father of Sol (personification of the Sun), and Mani (personification of the Moon).

Nidhogg

Nidhogg, whose name means "Malice Striker", is a gigantic dragon imprisoned within a mountain range called Nidafjoll which is located in a region of Niflheim known as Nastrond. This is the most torturous region of Hel where the murderers, adulterers, and oath-breakers go when they die. Surrounded by countless writhing serpents, Nidhogg sucks on their corpses when he isn't gnawing on the roots of Yggdrasil. When the monster manages to chew his way through one of Yggdrasil's roots, it will be free to wreak havoc on the world.

Relationships: Other dragons are briefly mentioned in Nordic myth, but Nidhogg's relationship to them is unclear. These are: Goin, Grabak, Grafvinir, Moin, Ofnir, and Svafnir.

The Norns

The Norns are giantesses that act as the Nordic Fates who set the destinies of men. The three primary Norns are Skuld (“Future”), Verdandi (“Present”), and Wyrd (“Past”). These three women dwell next to the Well of Urdr (“Fate”) at the base of Yggdrasil, the World Tree. The Norns draw the Water of Life and primordial clay from the well every day to nourish and tend to its roots. The water that drips off falls down to the world every morning as dew.

There are numerous lesser Norns as well, who grant each person a destiny upon their birth. Skuld, Verdandi, and Wyrd are the daughters of the Jotunn Mogthrasir, and come from Jotunheim. But, that doesn’t mean all of the Norns are Jotunns. There are Norns from the races of elves, dwarfs, and the Aesir counted among their ranks as well. As such, the Norns are an order.

Relationships: Skuld, Verdandi, and Wyrd are daughters of the Jotunn Mogthrasir.

Ratatosk

Ratatosk is a squirrel that continually scampers up and down Yggdrasil from its upper-most branches to its deepest roots. It delights in exchanging insults between the eagle that nests at its top and Nidhogg, the dragon in Niflheim that gnaws at its roots.

Skoll

Skoll, whose name means “Treachery”, is a monstrous wolf that chases the Sun across the sky. During Ragnarok, Skoll will catch the sun, and deprive the earth of its warmth.

Relationships: Skoll is the son of Fenris and the brother of Hati.

Ymir

Also known as Aurgelmir, Ymir was the first Frost Giant, and is the ancestor of all giants. He was formed when the universe was young from venom dripping from the Elivagar rivers flowing into the Ginnungagap. The great cosmic cow Audumala formed at the same time.

Bestla formed from Ymir’s body. She coupled with the god Borr and gave birth to Odin, Ve and Vili. These three brothers fashioned the world from his corpse.¹⁷⁰ The land was formed from his flesh, mountains from his bones, and trees from his hair. Ymir’s blood flowed to fill the seas, and his brains were placed in the heavens as clouds. Finally, the gods set his skull over all of it to establish the dome of the heavens.

Relationships: Father of the goddess Bestla. He also fathered a man and a six-headed giant, whose names are both unknown.

The Nordic Pantheons

The Pantheon of the Aesir

The Aesir¹⁷¹ are a pantheon of Nordic gods who represent the forces of Benevolent Law. They live in Asgard in a great hall named Valhalla. Here is where the souls of brave warriors who died in battle reside. These make up the Einherjar, Odin’s forces who will join the gods in battling the Jotunns at Ragnarok, the end of the world. Until that time, they battle each other for sport and practice. Any Einherjar slain during these battles revive at night, and are served great banquets to celebrate their victories by the Valkyries.

Baldar

Baldar is so beautiful a god that it is painful to look upon him. Bearing the nickname of “The Good”, Baldar is a kind and gentle god, who brings warmth to the otherwise cold land of Midgard.

Related Myth: Because Baldar was such a gentle soul, his mother Freya sought to keep him from harm. So, she went throughout all the world seeking oaths from all of the minerals, plants, and animals that they would never harm him. All those she encountered had great love for Baldar, so none refused to give her their word. After she completed her task, the gods of Asgard took great delight in trying to injure Baldar. But, none could. Each, in turn, would do their best to bring him harm, and laughed uproariously at their own failures, for everyone loved Baldar.

But, Freya had skipped the mistletoe, which seemed to Freya to be too harmless to warrant such an oath. Loki disguised himself as a woman and traveled to Fensalir where Freya dwelled, and asked her if absolutely everything had given her its oath. She revealed to him that everything had, save only the mistletoe. After gaining this information, Loki left and fashioned a dart (or possibly an arrow or spear) from a sprig of mistletoe and gave it to the blind god Hodr. When the dart was thrown, Loki guided Hodr’s hand, and the dart pierced Baldar, killing him.

His corpse was placed within Baldar’s ship Hringhorni, the “greatest of all ships”, to sail to Niflheim. Unfortunately, the ship was so heavy that the gods couldn’t launch it from the shore. Not even Thor could make it budge. So, they had to obtain the help of the giantess Hyrrokkin to do so. Pushing the craft into the water required such power that the Hyrrokkin’s efforts caused earthquakes.

Relationships: Baldar is the son of Odin and Freya, and brother to Heimdall, Thor, and Tyr. He is married to Nanna, with whom he fathered Forseti.

¹⁷⁰ In this way, Ymir plays the same role that Tiamut does in Mesopotamian mythology.

¹⁷¹ Aesir who were not written up: Males: Hjuk, Hoenir, Itreksjod, Lodurr, Meili, Od, Ull; Females: Bil, Eir, Gersemi, Hnoss, Ilmr, Lofn, Nanna, Niorun, Saga, Sjofo, Snotra, Syn, Thrud, Var, Vor

Bragi

Bragi is the Nordic god of poetry and eloquence, who has runes carved on his tongue. It is his responsibility to welcome the new arrivals into Valhalla.

He is the bard of the Aesir, and plays a magical harp.

Relationships: Bragi is the son of Odin and the giantess Gunlodd, and the husband of Idunn.

The Einherjar

The Einherjar are the souls of honorable warriors who were slain in battle. They are brought to the halls of the gods by Valkyries. Half of them are taken to Valhalla, where Odin reigns, while the other half are carried to Sessrumnir, ruled by Freya.

The Einherjar battle each other daily in preparation for their role in Ragnarok. Any who die in battle revive at night, and all join in celebration with the Valkyries. They feast on the succulent meat of Saehrimnir and get drunk on the heady mead of Heidrun. Saehrimnir is a boar that comes back to life daily, while Heidrun is a she-goat whose udder produces the sweet alcoholic drink of warriors rather than milk.

The Einherjar are doomed to the same gloomy fate as the gods during Ragnarok, a fact that spurs them to enjoy their current idyllic circumstances to the fullest.

Forseti

Forseti is a god of justice, sharing that role with Tyr. Forseti is prone to act as a mediator, though, preferring to find common ground between squabbling factions rather than meting out justice with his golden ax. Forseti lives in a hall named Glitnir, or “Shining”, which has pillars made of silver and a ceiling of gold.

Related Myth: Twelve men were set adrift at sea. They were in desperate need, being both starving and dehydrated. So, they prayed for help, and a man appeared¹⁷² carrying a golden ax. He used the ax to steer the boat to shore. When they got there, the man threw his axe at the ground, and water gushed forth from a new spring.

Relationships: Forseti is the son of Baldar and Nanna.

Heimdall

Heimdall is the watchman of Asgard, who guards the Bifrost Bridge, the passage from Midgard to Asgard. Heimdall lives in Himinbjorg (“Heaven’s Castle”), where the Bifrost bridge meets Asgard. Known as the “Shining God”, Heimdall’s skin is pure white and his teeth are golden. As such, Heimdall is sometimes called Gullintanni, meaning “golden teeth”.

Heimdall needs less sleep than a bird and can see hundreds of leagues during both night and day. He can hear the grass growing on the earth and the wool growing on sheep.

Heimdall and Loki are destined to kill each other during the battle of Ragnarok.

Heimdall has a horn called Gjallarhorn whose sound can be heard across all nine realms. Its sounding will announce the start of Ragnarok to all the world.

His horse is named Gulltoppr, which means “Golden Mane”.

Relationships: Heimdall is the son of Odin, and brother to Baldar, Thor, Tyr, and Vidarr. He supposedly has nine mothers, all of whom are sisters.¹⁷³ There is some belief that his mothers are the nine daughters of Aegir and Ran. Their names are Angeyja, Atla, Eistla, Eyrgjafa, Gjalp, Greip, Imdr, Jarnsaxa, and Ulfrun.

Hermod

Hermod is Odin’s son and is the messenger of the gods. He is a relatively minor figure in Nordic myth.

Related Myth: After Baldar’s death, Hermod was sent into the underworld to retrieve Baldar. Hel agreed to allow Baldar to depart, as long as everything in the world would weep for him. But, Loki refused, and so Baldar remains imprisoned in the land of the dead.

Relationships: Hermod is the son of Odin and Freya, and brother to Baldar, Thor, and Tyr.

Hodr

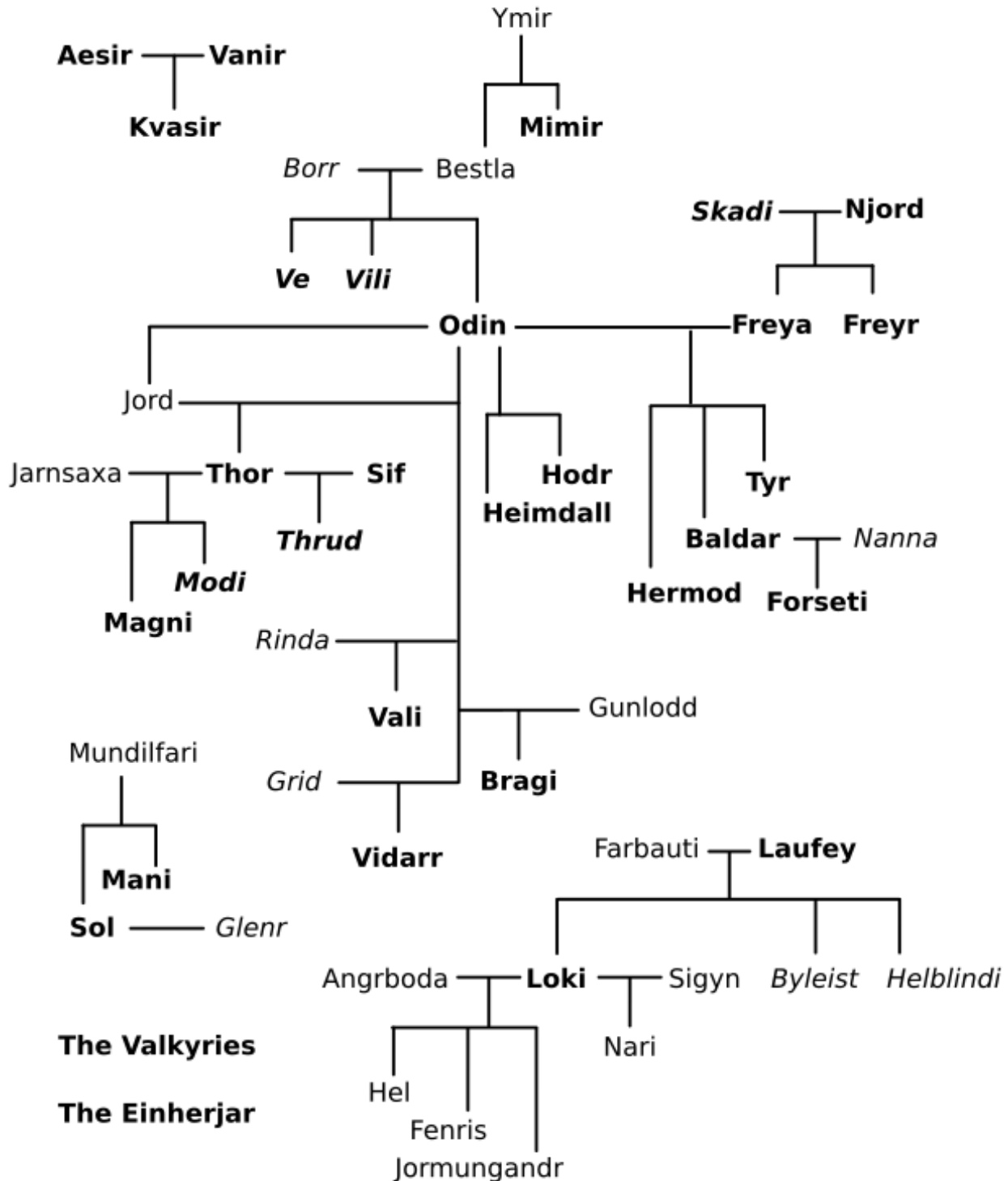
Hodr, whose name means “Warrior”, is a blind god, who was tricked by Loki into killing Baldar. To exact revenge for this crime, Odin fathered Vali, who slew Hodr.

Relationships: Hodr is the son of Odin, and the companion of Hel.

172 Presumably Forseti, but this is not actually stated in the text.

173 There is no explanation as to how this is possible, even conceptually. However the deed was accomplished, it undoubtedly left Odin exhausted, mighty though he is.

The Aesir and Vanir Alliance



Laufey

Laufey lives in Asgard, and is considered to be their kin. She is also known as Nal, or “Needles”, because of her exceptionally thin frame.

As Laufey is Loki’s mother, he is allowed to live among the Asgardians as well, despite the fact that his father is a Jotunn.

Relationships: Farbauti’s lover and the mother of Loki.

Loki

Loki is the Nordic trickster god, who brings no end of mischief to the gods.

Related Myth: Loki sneaked into Sif’s bedroom while she was asleep. With a stroke of his blade, he gently cut off her beautiful golden hair, which was the envy of all the gods. With a sly grin, Loki dropped the hair to the floor and quietly skulked out.

The next morning, Thor had Loki by the scruff of the neck. His wife had been weeping since she awoke and found that her hair had been shorn, and Thor knew that only Loki could be so bold.

He threatened to break every bone in Loki’s body for his offense if he did not fix what he had done. With no other recourse, Loki promised to go do the dwarfs to see what could be done.

So, Loki traveled to the land of the dwarfs, where he spoke to the Sons of Ivaldi, who were known to be some of the finest dwarf craftsmen. Loki beseeched them to fashion a replacement for Sif’s hair. He had nothing to offer, but the gratitude of the Aesir, and the promise that he would return the favor. The dwarfs were not interested in Loki’s promise, as they knew his character. But, they did agree that having the gods owe them a favor was worth a lot. So, they set to work and fashioned a silky smooth wig of golden hair from pure gold. It was so subtle that its strands would waft in the slightest breeze. While they were at it, the Sons of Ivaldi decided to keep working, as having the gods owe them more than one favor was even better. They quickly fashioned Skidbladnir, a boat so enormous it could hold all the gods, yet whose mechanisms were so clever that a person could fold it up like a napkin and put it in his pocket. They then proceeded to craft Gungnir, a spear of incomparable strength that would never miss what it was thrown at.

Loki thanked the Sons of Ivaldi, and took the treasures with him. But, he did not return to Asgard right away. Rather, while he was nearby, Loki dropped by the forge of Eitri and Brokk, two dwarf brothers of some considerable renown among crafters.

Loki showed them the treasures that he had obtained from the Sons of Ivaldi, and they all agreed that they were, indeed, quite impressive. Brokk bragged that he could do better, though, and Eitri agreed. With that opening, Loki bet his head that the brothers could do no such thing. They took that bet, and got to work. Fearing that they might actually accomplish the task, Loki transformed himself into a fly

while out of sight of the craftsmen. He then returned to the forge and repeatedly stung both of them, raising painful welts on their skins.

In short order, Brokk and Eitri had fashioned Gullinbursti, a living boar whose golden bristles gleamed with light. Loki’s stings had not affected them in the slightest. They returned to their work, and Loki continued with his stings, hoping their work would somehow be flawed. They soon pulled Draupnir out of the fire, a golden armband that would drop eight copies of itself every ninth night. It was magnificent. The dwarfs fired up the forge one last time, and Loki redoubled his stings. This time, he stung Brokk’s eyes. The dwarf cried out in agony, but kept at his work. Their final work was Mjollnir, a magical hammer so powerful that no weapon could surpass it. But, because Loki had distracted Brokk during its crafting, Mjollnir’s handle ended up being much shorter than originally planned. So, it could only be wielded with one hand.

Loki, Brokk, and Eitri returned to Asgard with all these treasures. The dwarfs wanted to get a judgment by the gods as to which treasures were the greatest to settle their bet with Loki. Sif was delighted when he presented the dwarven hair to her. When she put it on her head, it grafted itself into her scalp. The gods all deliberated at length, and it was finally decided that Mjollnir was the greatest treasure of all, there being no weapon of its potency in all the nine realms. As such, Brokk and Eitri won their bet, and demanded Loki’s head. Loki agreed that he owed them his head. But, he did not owe them his neck. So, they could only take his head if they could do so without damaging his neck. Having no means to do so, Brokk contented himself with sewing Loki’s mouth shut, as all the gods stood around and roared with laughter.

Relationships: Loki is the adopted son of Odin, but who was the birth child Laufey and Farbauti. He is brother to Byleist and Helblindi, and husband to Sigyn, with whom he had a son named Nari. He also fathered the monsters Fenris, Hel, and Jormungandr with the giantess Angrboda. Oddly, Loki is also the mother of Odin’s horse Sleipnir by mating with the stallion Svadilfari.

Magni

Magni (meaning “Strength”), is destined to be born as the son of Thor and Jarnsaxa shortly prior to Ragnarok.

Related Myth: Odin bet his life that Sleipnir was a faster steed than Gullfaxi, a horse owned by the Jotun Hrungnir. Hrungnir took up that bet, and the two raced to Asgard. Sleipnir got there first, but only by a hair. He was not fast enough to keep the giant from entering Valhalla. Odin offered the giant hospitality, and the giant accepted. But, he quickly became drunk and rowdy. So, Odin ordered Thor to eject their rude guest. Hrungnir and he got into a fight, and Thor killed him with a blow from Mjollnir. Unfortunately, Hrungnir’s foot fell across Thor’s neck, and the giant was so big that even Thor couldn’t lift it off of him, even with the help of the other gods. Then Magni stepped forward, only three days old at the time, and freed his father to the astonishment and delight of all those present. Thor gave Gullfaxi to Magni as a reward.

Relationships: Magni is the son of Thor and Jarnsaxa and the brother of Modi.

Mani

Mani is the Nordic personification of the Moon. He rides across the sky in a chariot carrying the glowing disk. Mani is pursued by the monstrous wolf Hati, who is a child of Fenris.

Relationships: Mani is the son of Mundilfari, and the brother of Sol (the Sun).

Mimir

Mimir was a god known for his great wisdom and prophetic ability. He gained this wisdom by drinking from a magical well located in the realm of the Frost Giants that nourishes one of Yggdrasil’s three roots. He did so using Gjallarhorn, Heimdall’s horn, as a drinking vessel. It gave him the insight to see that the horn would be blown by Heimdall to signal the beginning of Ragnarok.

As the first god to drink from the well, it was named Mímisbrunnr after him. But, he wasn’t the only one to do so. Later, the Norns granted Odin the right to drink from it by sacrificing both an eye and his own life. The water gave Odin back his life, and granted him the gift of prophesy. But, Odin lost his eye permanently.

Related Myth: To end a war between the Aesir and the Vanir in which neither side could gain the advantage, the two factions established a truce, which was sealed with the exchange of hostages. Mimir was one of the Aesir sent from Asgard to Vanaheim for this purpose, along with the god Hoenir, who had given the gift of reasoning to mankind. Hoenir was a wise leader, and the Vanir accepted him as their chief. But, Hoenir would generally defer decisions to those more knowledgeable about any given subject. As such, he would often take Mimir’s advice, when it was available. Seeing this tendency as a fault, the Vanir felt that they had been given the weakest of the Aesir, even though they had

provided Asgard with their strongest, as had been the agreement. As a consequence, the Vanir beheaded Mimir in an effort to force Hoenir to make his own decisions. They then sent Mimir’s severed head to Asgard.

Horrified at the loss of his friend, Odin used his extensive knowledge of magic to preserve the head and enable it to talk. Odin still consults with Mimir’s head when he has difficult decisions to make.

Relationships: Mimir is the son of Ymir, the brother of Bestla, and Odin’s uncle.

Odin

Also known as Woden¹⁷⁴, Odin is the All Father, king of the Aesir, and creator of the first man and woman, “Ask” and “Embla”. It is Odin who first brought the use of runes to Asgard, which he learned while traveling through the nine realms on Sleipnir, his flying eight-legged steed. Thus, Odin is also the master of both poetry and magic.

As the only god to have died and come back to life, Odin also has the title of Yggr, god of death. It is his responsibility to decide who is going to die in battle, and which souls among those will be allowed entry into Valhalla.

Odin is accompanied by two ravens, Hugin and Munin, or “Thought” and “Memory”. These ravens fly throughout the nine realms and bring news back to Odin of what is happening in the world. He also often accompanied on hunts by two wolves, Freki and Geri, meaning “Ravenous” and “Greedy One”. These wolves supposedly devour the corpses of those who fall in battle.

Odin owns the spear Gungnir, which always flies straight and always strikes what Odin aims for¹⁷⁵. It is occasionally seen by mortals as individual sun rays as they pierce through the gaps in clouds.

He also owns the magical ring Draupnir, from whom rings of gold drop daily, giving Odin unlimited wealth.

Odin rides Sleipnir, the great eight-legged horse that bore him through the nine realms while hanging from the world tree Yggdrasil.¹⁷⁶

He often travels in disguise through the nine realms. While doing so, he calls himself by many different names.¹⁷⁷

174 The name of the fourth day of the week, Wednesday, derives from “Woden’s Day”

175 Magical weapons that never miss is a common motif in Nordic legend. Other examples are the swords Dainsleif and Tyrting.

176 This image of Odin hanging upside down is the origin of The Hanging Man card in the Tarot deck.

177 These names, among many others, include: Aldafodr (“Father of Men”), Alfodr (“All Father”), Asagrim (“Lord of the Aesir”), Bagu Ulfs (“Wolf Enemy”), Baldrsfaðr (“Baldar’s Father”), Biflindi (“Spear Shaker”), Bolverkr (“Evil Worker”), Borr Bors (“Borr’s Son”), Daradr (“Spearman”), Dragadrottinn (“Lord of the Dead”), Farnr Galga (“Gallow’s Burden”), Fjolnir (“Wise One”), Fjolsvidr (“Very Wise”), Foldardrottinn (“Lord of Earth”), Forni (“Ancient One”), Fraidr (“Rider”), Galdrafodr (“Father of Songs”), Gangari (“Wanderer”), Geigudr (“Dangler”), Geirrolnir (“Spear Charger”), Geirtyr (“Spear God”), Geirvaldr (“Spear Master”), Ginnarr (“Deceiver”), Gizurr (“Riddler”), Glapsvid (“Swift Deceiver”), Godjadarr (“God Protector”), Gondlir (“Wand Bearer”), Grinnir

Odin sits on his throne, Hlidskjalf, within the throne room, Valaskjalf, which is in Valhalla, located in the realm of Asgard. When he sits there, Odin can see into all nine realms. Valhalla houses the Einherjar, those Nordic warriors who met an honorable death in battle. Half of these brave souls find their way to Valhalla, while the other half are sent to Freya's hall Folkvangr. The Einherjar venture forth every day from Valhalla to do battle in preparation for Ragnarok. Every night, the slain are revived and all the Einherjar return to Valhalla to feast and celebrate their victories. The denizens of Valhalla are served by the Valkyries, winged women who are fierce warriors in their own right.

Odin is destined to be slain by Fenris in the battle of Ragnarok, but his son, Vidarr, will avenge his death by killing Fenris in return.

Relationships: Odin is the son of Borr and Bestla and the brother of Vali and Ve. He is Freya's husband, with whom he is the father of Baldar, Hermod, and Tyr. He is also the father of Thor by the giantess Jord (Earth), Vidarr by the giantess Grid, and Heimdall, who has nine mothers. Finally, Odin is the father of Vali by the giantess Rinda.¹⁷⁸

Sif

Sif has golden hair. She is primarily a fertility goddess, whose hair represents fields of wheat. In a contest of insults, known as a flyting, Loki claims to have slept with her, a slight which Sif completely ignores.

Relationships: Sif is Thor's wife, with whom she bore their daughter Thrud. She is also the mother of the Aesir god Ull by Urvandill.

("Hooded One"), Gunnblindi ("Battle Blinder"), Hagvirkr ("Skilled Worker"), Hangadrottinn ("Hanged Lord"), Hangatyr ("Hanged God"), Hangi ("Hanged One"), Haptabeidir ("Chief of Chiefs"), Haptafud ("God of Prisoners"), Haptasnytrir ("Teacher of the Gods"), Haptsonir ("Fetter Loosener"), Harbardr ("Gray Beard"), Har ("High"), Havi ("High One"), Helblindi ("Hel Blinder"), Herjar ("Warrior"), Herteit ("Glad of War"), Hildofr ("Battle Wolf"), Hjaldrgod ("God of Battle"), Hjalmberi ("Helmet Bearer"), Hlefrer ("Barrow Lord"), Hlefrudr ("Wayfinder"), Hnikud ("Overthrower"), Hoarr ("One Eyed"), Hovi ("High One"), Hrafnagud ("Raven God"), Hrami ("Fetterer"), Hropt ("Sage"), Jormunr ("Mighty One"), Langbard ("Long Beard"), Londungr ("Cloak Wearer"), Nidr Bors ("Borr's Kin"), Njotr ("Needed One"), Olgr ("Hawk"), Reidartyr ("God of Riders"), Runatyr ("Rune God"), Sadr ("Truth Speaker"), Sanngetal ("Truth Finder"), Sidhottr ("Broad Hat"), Sigfodr ("Father of Victory"), Sigtyr ("God of Victory"), Skilfing ("Trembler"), Svidurr ("Wise One"), Svipall ("Shape Shifter"), Thekkr ("Welcome One"), Vafudr ("Wanderer"), Vadi Vitnis ("Wolf Foe"), Valdr Galga ("Lord over Gallows"), Valdr Vagnbrautar ("Lord over Heaven"), Valfodr ("Father of the Slain"), Valtyr ("Slain God"), Valthognir ("Receiver of the Slain"), Veratyr ("God of Men"), Yggr ("God of Death")

178 Odin's gift of prophesy told him that a union between the two of them would produce a son who would avenge Baldar's death. By some accounts, Rinda rejected Odin's advances, so he raped her.

Sol

Sol, or Sunna¹⁷⁹, is the Nordic personification of the Sun. She rides a chariot across the sky drawn by two horses named Arvakr and Alsvidr. In the chariot she carries embers from Muspelheim, the land of Fire Giants. To protect the world from the full heat of the embers, Sol carries a shield named Svalinn. If she ever drops this shield, the world would be set aflame.

Sol is pursued across the sky by a monstrous wolf named Skoll, who is a child of Fenris. Skoll will finally catch Sol when the time of Ragnarok arrives.

Relationships: Sol is the daughter of Mundilfari, the sister of Mani (the Moon), and the wife of Glenr.

Thor

Thor¹⁸⁰, whose name means "Thunder", reigns over lightning, thunder, and storms. He is a fierce warrior, with red hair and beard. Thor is impulsive, quick to anger, rebellious, and has an extreme hatred of the Jotunns. He is as likely to immediately kill any encountered Jotunn as talk to them.

Thor wields Mjollnir, a tremendously powerful hammer forged by the dwarfs. Among all the gods, Thor is the only one strong enough to pick up this massive weapon.

He has iron gauntlets, named Jargreippr, that allow him to wield Mjollnir, and a belt that doubles his strength. His gauntlets and belt were gifts from Gridr, a Jotunn giantess who was one of Odin's lovers.

His chariot is pulled by two goats, Tanngrisnir ("Teeth Barer") and Tanngnjostr ("Teeth Grinder"). Like the Einherjar who feed on the boar Saehrimnir, and which is resurrected every day, Thor feeds his two goats, and resurrects them using the power of Mjollnir.

Relationships: Thor is the son of Odin and the giantess Jord (Earth), and brother to Baldar, Heimdall, and Tyr. He is married to Sif, with whom he fathered their daughter Thrud. He is also the father of Magni and Modi, by the giantess Jarnsaxa.

179 The name of the first day of the week, Sunday, derives from "Sunna's Day".

180 The name of the fifth day of the week, Thursday, derives from "Thor's Day".

Tyr

Tyr¹⁸¹ is the Nordic god of justice and guardian of order. He only has one arm, having lost the other to the terrible wolf Fenris.

Related Myth: The gods wanted to bind Fenris, as he had grown to a monstrous size. Further, prophecies foretold that Fenris would cause them great harm at Ragnarok. The first two attempts to bind the wolf ended in failure, as the beast was too strong. So, the gods asked the dwarves to fashion something strong enough to hold him, which they did. Fenris was suspicious after their prior attempts, so the wolf demanded that one of the gods place their hands in his mouth as a guarantee. Realizing that Fenris would not agree to be leashed otherwise, Tyr offered his right hand and placed it in the wolf's mouth. Fenris fought against the new binding to no avail, which delighted all the gods save Tyr. When the wolf realized that he could not escape, he bit down on Tyr's hand, ripping it from Tyr's body.

Tyr is destined to be killed by Garm in the battle of Ragnarok. Garm is a monstrous blood-stained wolf that supposedly guards the gates of Hel in Niflheim.

Relationships: Tyr is the son of Odin and Freya, and brother to Baldar, Heimdall, and Thor.

Vali

Vali is the son of Odin and the giantess Rinda, who was given the strength and rage of a wolf by Odin. As such, Vali was the first Ulfhamr, and fights as a Berserker.

Using his gift of prophecy, Odin purposefully fathered Vali as a means to avenge Baldar's death. True to this foresight, Vali grew into an adult man within a day of his birth and killed Hodr, Baldar's unwitting murderer.

He is destined to survive Ragnarok.

Relationships: Vali is the son of Odin and Rinda.

The Valkyries

The Valkyries are winged women warriors that serve the Aesir and Vanir in Asgard and Vanaheim. There is a detailed write-up of these angelic beings in [Celtic Creatures and Nordic Nightmares](#).

A number of Valkyries are named in Nordic myth, including: Alvitir ("All Wise"), Geirahod ("Spear Fight"), Geirskogul ("Spear Shaker"), Goll ("Tumult"), Gondul ("Wand Wielder"), Gunnr ("War"), Herfjotur ("Host Fetter"), Hildir ("Battle"), Hlokk ("Noise"), Hrist ("Shaker"), Mist ("Cloud"), Olrun ("Beer Rune"), Radgrid ("Council Truce"), Randgrid ("Shield Truce"), Reginleif ("Power Truce"), Skeggjold ("Axe Age"), Skogul ("Shaker"), Skuld ("Future"), Svanhvit ("Swan White"), and Thrudr ("Power")

Vidarr

Vidarr is the Nordic god of Vengeance. He slays Fenris at the battle of Ragnarok by thrusting his sword through his heart and tearing his jaws apart. He is one of the few gods destined to survive that conflict, and will thereafter live in Ithavoll, where Asgard once was.

Relationships: Vidarr is the son of Odin and the giantess Grid.

181 The name of the third day of the week, Tuesday, derives from "Tyr's Day".

The Pantheon of the Jotunns

The Jotunns¹⁸², or Ettins, represent the primal, elemental forces of nature in Nordic mythology. As such, they comprise the Nordic faction of Chaos. They mostly dwell in Jotunheim, Niflheim, and Muspelheim, although they can be encountered anywhere.

The Jotunns are usually described as gigantic, some of whom were far beyond colossal. But, these giants became smaller over time, and some devolved into troll-like, rather than giant-like, beings. Over time the enormity of gigantic trolls continued to dwindle in folklore, until the term troll was applied to beings no taller than humans. By this point, they were no longer referred to as Jotunns, but the boundary between Jotunn and human-like troll is quite blurry.

Aegir

Aegir is the personification of all that is helpful about the sea in Nordic myth. He has a great hall in the depths of the sea, which is lit by a great trove of glowing gold that lights its rafters with the brilliance of fire.

Relationships: Husband of Ran, with whom he fathered nine daughters (see the description of [Ran](#) for details).

182 There are too many Jotunns found in Nordic myths to include detailed descriptions of them all. Such an endeavor would be impossible anyway, as most of them are mentioned only briefly in the available sources. Some of these follow. Males: Alfarinn, Alsvart, Alvaldi (“All Powerful”), Amr, Ama, Amgerdr, Andadr, Andudr, Aurekr, Aurgrimmir, Aurvandil (Earendil), Bakrauf, Baugi, Beinvidr, Beli, Bjorgolfr, Blaphvari, Bolthorn (“Evil Thorn”), Brandingi, Byleist, Dofri, Dumbr, Eimgeitir, Eldr, Fjolvar, Fleggr, Forad, Fornjot, Fyrrir, Glarr, Galavi, Gangr (“Gait”), Geirrodr, Geitir, Gillinger, Glaumr, Grimmir, Grimolfr, Gripnir, Gusir, Gymir, Hafli, Hardgreipr (“Hard Gripper”), Hardverkr (“Hard Worker”), Hastigi, Helblindi, Helreginn, Hengikefta (“Hanging Jaw”), Holgabruðr, Hraudnir, Hrimgrimmir (“Mask of Frost”), Hrimnir (“Hoarfrost”), Hrimthurs, Hringvolnir, Hripstodr, Hroarr, Hrodinger, Hrokkvir, Hrosstjoftr (“Horse Thief”), Hvalr, Hvedrungr, Hymir, Idi (“Hard Working”), Imr, Jokul Frosti (“Ice Frost”), Kaldgrani, Kari (“Wind”), Kjallandi, Kottir, Logi (“Fire”), Midi, Midjungir, Midvitnir (“Sea Wolf”), Morn, Naglfari, Narfi, Nati, Ofoti, Ogladnir, Onduthr, Osgruir, Oskrudr (“Yeller”), Rangbeinn (“Bowlegged”), Rifingoflu, Rygi, Saekarlsmuli (“Seaman’s Mouth”), Salfangr (“Hall Robber”), Samendill (“Familiar Foe”), Simul, Sivor, Skaerir, Skerkir, Skrati, Skrikja, Sokkmimir, Somr, Sprettingr, Stigandi, Storverkr, Stumi, Svarangr, Svartr, Svasudr (“Mild One”), Thistilbardi (“Thistle Beard”), Thokk, Thorn, Thorri (“Frozen Snow”), Thrasir, Thrigeitir, Thrivaldi (“Thrice Mighty”), Thrudgelmir, Thurbord, Tyrnir, Vafthrudnir (“Mighty in Riddles”), Vagnhofdi (“Swordfish Head”), Vandill, Vardrun, Vasudr (“Wet and Sleety”), Verr, Vidblindi (“Very Blind”), Viddi, Vidgripir, Vidgymnir, Vigglood, Vindr, Vindloni, Vindvalr (“Wind Cool”), Vingnir, Vingrip, Viparr, Vornir, Ymsi; Females: Angeyja (“Harasser”), Atla (“Argumentative”), Blodughadda (“Bloody Hair”), Bryja, Buseyra (“Farm Starver”), Bylgja (“Billow”), Drifa (“Snowfall”), Drofn (“Foam”), Dufa (“Wave”), Eistla (“Stormy One”), Eisurfala, Eyrgjafa (“Scar Donor”), Fala, Fenja, Fonn (“Snowdrift”), Ganglot, Geitla, Gestilja, Geysa, Gjalp (“Roaring One”), Glumra, Gneip, Greip (“Grip”), Gnissa, Grima, Grottintanna, Gryla, Guma, Gunnlod, Haera, Hala, Hefring (“Lifting”), Herkir, Herkya, Himinglaeva (“Transparent on Top”), Hrimgerd, Hrodr (“Famous”), Hronn (“Wave”), Hruga, Hrungerdr, Hundalfr, Hvedra, Hversu, Hryggda, Hyrrokkin (Fire Smoke), Ima, Imdr, Imgerdr, Irpa, Ivioja, Jarnglumra, Keila (“Strait of Water”), Kolga (“Cool Wave”), Koltr, Ljod, Menglod, Menja, Mjoll (“Powdered Snow”), Munnharpa, Myrkrida, Oflugbarda, Rinda, Sinmara, Sveipinfalda, Svivor (“Shame”), Ulfrun (“Wolf Rune”), Udr (“Wave”)

Angrboda

Angrboda is a giantess and a powerful witch, whose name means “Harm Bidder”. She lives in the forest of Jarnvidr, or “Ironwood”, in eastern Midgard. A pack of monstrous wolves resides in this forest that descend from her son Fenris.

Relationships: Angrboda is one of Loki’s lovers, and is the mother of Fenris, Hel, and Jormungandr by him.

Asvid

Advid brought the magic of runes to the Jotuns, and so is honored by the giants as the master of magic.

Aurboda

Aurboda is a giantess, whose name means “Gravel Bidder”.

Relationships: Aurboda is Gymir’s wife with whom she gave birth to Gerd, who was supposedly a woman whose beauty surpassed all others.

Bergelmir

Bergelmir is a Frost Giant.

Related Myth: When Ymir was killed, his blood gushed out and flooded the world. The waters were so deep that Bergelmir and his family were the only Frost Giants to survive the ordeal by riding it out in a great boat. As such, Bergelmir is the ancestor of the entire Frost Giant race¹⁸³.

Relationships: Bergelmir is the son of Thrudgelmir, and the grandson of Ymir. He is also the ancestor of all Frost Giants currently alive in the world.

Bestla

Bestla is a giantess, and a direct descendant of Ymir.

Relationships: Bestla is Ymir’s daughter. She is also Borr’s wife and is the mother of Odin, Vili, and Ve.

Dagr

Dagr is the Nordic personification of the day. He is a giant with golden hair. He rides across the sky every day in a chariot drawn by Skinfaxi (“Shining Mane”), a magnificent white steed with a brilliant mane that illuminates both sky and earth. The chariot and horse were provided by Odin, to bring light to the world.

Relationships: Dagr is the son of Dellinger and Nott (“Night”).

183 He also plays the role of Noah figure to the Nordic Jotunns

Eggther

Eggther is a giant whose name means “Edge Servant”. He lives in the forest of Jarvidr as a “herdsman” to Angrboda. It is his duty to tend to a pack monstrous wolves fathered by Fenris.

Eggther carries a harp, and is an accomplished musician who is destined to use his music to inspire the Jotuns as they march off to Ragnarok. Eggther will personally lead the wolves he tends to battle the gods.

Farbauti

Farbauti’s name means “Dangerous Striker” and is associated with lightning.

Relationships: Father of Loki by Laufey.

Fenja and Menja

Fenja and Menja are two giantess sisters.

Related Myth: Fenja and Menja took the top off of a mountain and created a pair of magic grindstones named “Grotti”. The stones’ magic would provide whatever a person asked for, as long as they worked the grinding stones while making their requests. The stones were acquired by King Frodi. But, they were far too large and heavy for any man to use. Having heard that a neighboring king had two slave women of surpassing strength, King Frodi arranged to buy them. The two women were none other than Fenja and Menja, who had made the grinding stones in the first place.

King Frodi shackled his new slaves to the stones, and set them to grinding. He instructed them to grind him happiness, peace, and gold. So, the sisters set to work grinding him out untold riches, and he prospered greatly. It was not enough for the tyrant, though. He ordered the women to toil without rest, or even sleep. Being Jotuns, they were able to do so. But, they were certainly not pleased with the situation. So, while they were being watched, they would grind the stones and sing a song to bring the king what he desired. But, the king could not watch them all the time. So, when left to their own devices, they sang the “Grottasongr”, or the “Song of Grotti”. They sang about a vast army led by Mysing, a great sea-king, carried on a vast fleet of ships. And, so, their words brought the fleet and the sea-king into being. The sisters then sang that this fleet approached Frodi’s kingdom, and that its army would burn it to the ground and overthrow Frodi’s throne. And, so, the magic of the grinding stones made it all come to pass.

But, after Mysing conquered Frodi’s kingdom, he seized the grinding stones, carrying them and the two sisters away on his fleet as booty. But Mysing was impatient. Before finding a place to land, Mysing ordered the sisters to grind out salt.¹⁸⁴ They ground him out a great quantity, but it was not enough. He wanted more, and kept them working, day and night, as the fleet sailed on. The ships began to fill up, but still it was not enough to satiate Mysing’s greed for salt.

¹⁸⁴ Salt used to have far greater monetary value than today, and was often used as a currency, similar to gold and silver.

Finally, the ships became so overloaded with salt that they sank in a monstrous whirlpool. Ever since that day, the seas have been salty.

Gerd

Gerd is a Jotunn whose beauty is greater than that of all other women. She was an earth goddess, who encourages the creation and appreciation of art and literature in her followers.

Relationships: Gerd is the daughter of Gymir and Aurboda, and is Freyr’s wife.

Gunnlodd

Gunnlodd is a giantess who is a powerful witch whose job it was to guard the Mead of Poetry.

Related Myth: Odin had set his sights on getting the Mead of Poetry for himself. To do so, he worked on the farm of Suttingr’s brother, Baugi, for a whole season for the promised wage of a single sip of the magical liquid. When the season was over, Odin demanded his agreed upon wage. Odin’s work had been exemplary, but Suttungr refused. As Baugi wanted to assuage Odin’s anger, the giant agreed to help him out by drilling a deep hole into the mountain’s core. Once this was accomplished, Odin transformed himself into a snake and slithered inside.

There he encountered Gunnlod within the mountain. She had been assigned the task of keeping its safe by her father, Suttungr. So, she was diligently performing her duty.

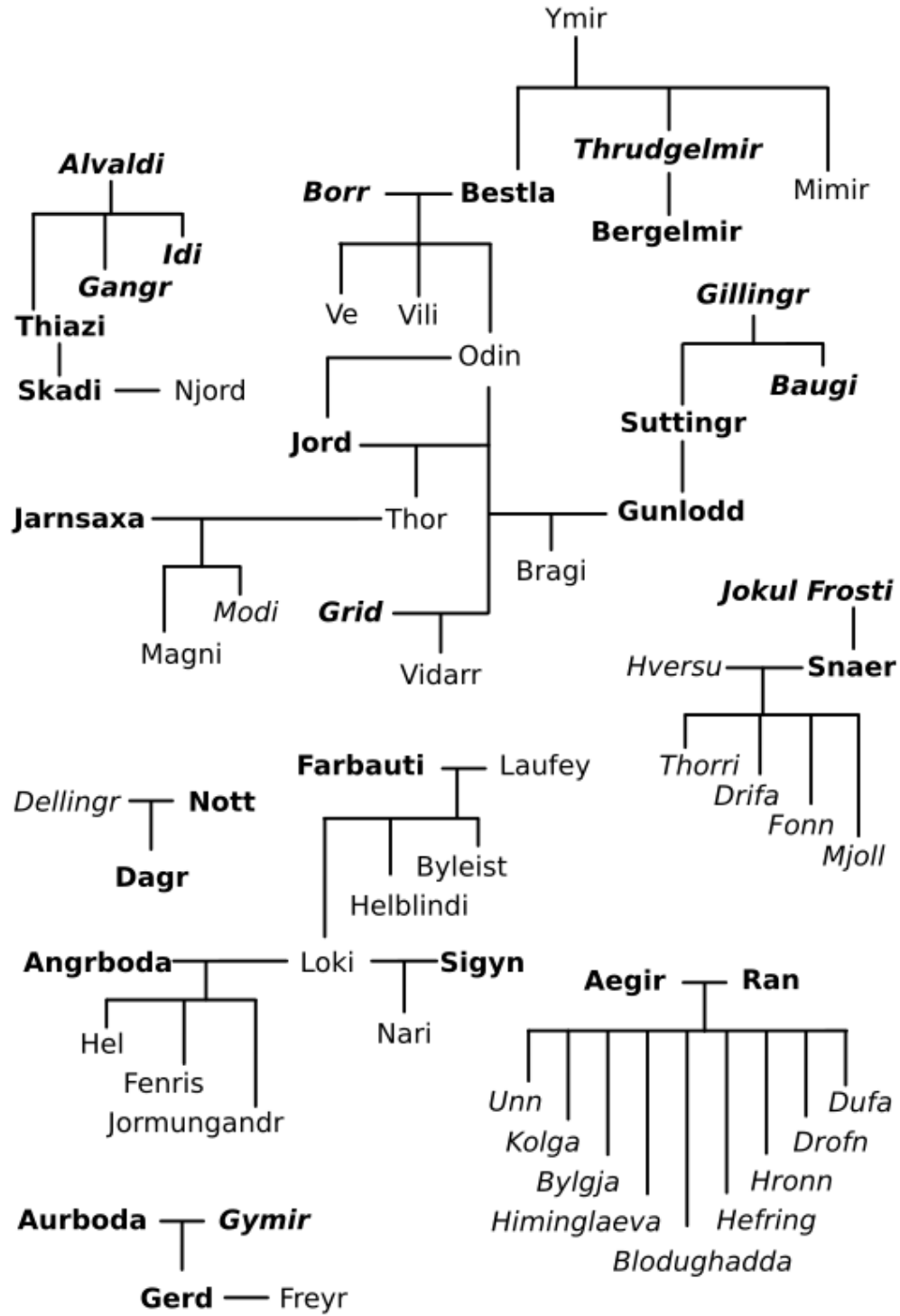
Odin asked for a sip of the mead, and explained that it was due him as wages for working on Baugi’s farm. Not having been told to expect this request, Gunnlod initially refused. But, after some negotiations, she agreed to allow Odin three sips of the mead if he would sleep with her for three nights. Odin performed in his typical exemplary fashion, and Gunnlod could not refuse the god his rightful recompense. He took his three sips, each of which emptied one of the three barrels of mead in the process. Having drunk it all to the last drop, Odin then transformed himself into an eagle and flew back to Asgard. As a consequence of the tryst, Gunnlod bore Odin’s son Bragi.

Relationships: Daughter of Suttingr, and mother of Bragi by Odin.

Hraesvelgr

Hraessvelgr is an eagle that sits at “Heaven’s End” to the north. He is so enormous that the winds of the world are created when he beats his wings.

The Jotuns



Hrungnir

Hrungnir's is a Stone Giant killed by Thor. He possessed the golden maned horse Gullfaxi, which was given to Magni by Thor as a reward for freeing him.

Related Myth: After losing a bet with Odin and being shown hospitality by the Aesir, Hrungnir gets drunk and behaves boorishly. He insinuates that he is going to kill all the Aesir men and have his way with their women. So, Odin asks Thor to expel him from Valhalla. Hrungnir refused, so the two agreed to fight and set a time for the duel. Hrungnir arrived there with Mokkurkalfi, a clay giant so tall that its head reached the clouds. The Jotunns had crafted the giant to scare Thor. Instead, the construct became so frightened when he encountered Thor that he wet himself. Thor then crushed Hrungnir's skull with a mighty blow from Mjollnir.

Hrungnir was so large, that, upon his death, his foot fell across Thor's neck, pinning the god to the ground. The other gods were helpless to free Thor, until mighty Magni, Thor's recently born son, single-handedly lifted Hrugnir's foot and freed his father.

Hrymr

Hrymr, whose name means "Decrepit", is a Frost Giant who carries a large shield into battle. He is the captain of the giant ship Naglfar, and is destined to bring all his fellow Frost Giants in the enormous vessel to the battle of Ragnarok.

Hyndla

Hyndla is a giantess who is a witch capable of prophesy and brewing potions who rides a great wolf. In one tale, Hyndla her wolf while accompanying Freya to Valhalla. Sometimes, the two women are allies, while at other times they are adversaries.

Jarnsaxa

Jarnsaxa was, is, or will be, Thor's lover. Her name means "Iron Dagger". Jarnsaxa is destined to give birth to their son Magni three days before the battle of Ragnarok.

Relationships: Impregnated by Thor, Jarnsaxa is destined to give birth to Magni and Modi.

Jord

Jord, meaning "Earth" or "Land", is the Nordic earth goddess. Jord and Freya are rivals.

Relationships: Jord is Odin's daughter, and was also his lover before he married Freya. From this union, Jord gave birth to Thor, Odin's first son.

Modgud

Modgud, meaning "Furious Battler" is a giantess who guards the bridge to Hel, named Ghallabru. The bridge has a gleaming golden roof, and crosses over the river Gjoll ("Noisy"). Modgud allows the spirits of the dead to enter Hel, but not to leave it.¹⁸⁵

Mokkurkalfi

Mokkurkalfi ("Mist Calf") was a giant manufactured by the Jotunns. He was fashioned from clay taken from the river in Jotunheim, and had the heart of a mare.¹⁸⁶ He was made explicitly to assist Hrungnir in a battle against Thor. But, it did not acquit itself very well in the fight. It was terrified of the god, and was easily dispatched by Thor's assistant, Thialfi.

Nott

Nott is the Nordic personification of night. She is a giantess with pitch black hair. She rides across the sky every night in a chariot drawn by her horse, Hrimfaxi ("Frost Mane"). The chariot and horse were given to her by Odin, in order to bring darkness to the land.

Relationships: Nott is the daughter of Norfi. She was married three times. The first marriage was to Naglfari, with whom she bore Audr ("Prosperity"). Her second husband was Annar with whom she gave birth to Jord ("Earth"). The third marriage was to Dellingr, with whom she became the mother of Dagr ("Day").

Ran

Ran, whose name means "Plundering", is the personification of all that is sinister about the sea in Nordic myth. She carries a net, which she uses to capture seafarers. As such, Ran is viewed as a thief, who steals the lives of sailors lost at sea.

Her home is the sea floor, to which all drowned sailors sink.

Relationships: Wife of Aegir, with whom she gave birth to nine daughters who names all describe waves: Blodughadda ("Bloody Hair"), Bylgja ("Billow"), Drofn ("Foamy Sea"), Dufa ("Wave"), Hefring ("Lifting"), Himinglaeva ("Transparent on Top"), Hronn ("Wave"), Kolga ("Cool Wave"), and Unn ("Wave").

¹⁸⁵ As such, Modgud plays the same role in Nordic myth that Cerberus plays in Greek myth.

¹⁸⁶ In other words, Mokkuralkfi was a Clay Golem.

Sigyn

Sigyn, whose name means “Friend of Victory”, is Loki’s wife.¹⁸⁷

Related Myth: As punishment for the role Loki played in Baldar’s death, their son Vali (not to be confused with Odin’s son of the same name) was transformed into a ravenous wolf who was pitted against their other son Nari. Vali tore Nari to pieces, killing him. Nari’s entrails hardened into a fetter as strong as iron. This morbid chord was used to bind Loki in a cave beneath a viper that continually dripped venom on his head. There Sigyn sits by Loki’s side holding a bowl to catch the venomous droplets. When the bowl fills up, though, she must rush out of the cave to empty it, and Loki inevitably feels the venom’s painful spatter. At this time, Loki convulses in agony, which is the source of many of the world’s earthquakes. It is prophesied that when Loki finally frees himself from his bonds, it will signify the start of Ragnarok.

Relationships: Sigyn is Loki’s wife and Nari’s mother.

Skadi

Skadi¹⁸⁸ is a Frost Giantess who is the goddess of bow hunting, mountains, skiing, and winter. When the Aesir killed her father, she was granted the right to marry the Vanir god Njord as partial compensation for her loss. But, Skadi split with Njord because she wanted to live in the land of Thrymheim within Jotunheim, where her father once dwelled.

Relationships: Skadi is the daughter of Thiazi and the wife of Njord.

Skrymir

Skrymir is an immense giant who lives in a gigantic castle called Utgard in Jotunheim. He is a powerful Illusionist, and is the trickster deity of the Jotunn pantheon.

Related Myth: Loki, Thor, and Thor’s servant Thialfi were traveling through Jotunheim when they came upon a large empty building at dusk. Having no better lodging available, they decided to spend the night. But, their sleep was disturbed due to frequent earthquakes. When they awoke the next morning, they discovered that the building in which they slept was a giant’s glove, and the giant was still sleeping nearby. Being no friend of the Jotunns, Thor attacked the giant with his hammer Mjollnir, striking him squarely in the forehead. The giant stirred briefly, complaining about the acorn that must have fallen on his head, and went back to sleep. With a second strike, the giant complained that some twigs must be falling from an overhanging branch. But, at least this time the giant remained awake, and trundled off into the forest.

The party proceeded on and came upon a tremendous castle so tall that it strained their necks to look up at its heights. The gates are too large and heavy for even Thor to open, so they squeezed through some bars to gain entrance. There they encountered the king Utgard-Loki sitting on his throne in a great hall. He bid them welcome, but said that they could not stay unless they performed some task for him, to which they agreed.

Utgard-Loki asked about what skills they possess. Loki responds that he could out eat anyone; Thialfi said that he could run fast; and Thor joked that he was a good drinker. Utgard-Loki nodded, gave a moment’s thought, and sent for competitors.

Utgard-Loki paired Loki against the Jotunn Logi. He put a mountain of meat in a wooden trencher front of them both and told them to eat their fill. Loki and Logi dug in. Loki and Logi both ate half the meat. But, Logi ate the bones and the wooden trencher as well. Unable to do likewise, Loki lost the contest.

Utgard-Loki then paired Thialfi against a man named Hugi. The two men ran three races, and Thialfi lost to Hugi all three times.

Utgard-Loki then tested Thor’s self-proclaimed drinking ability. He handed Thor a horn filled with ale, and asked him to drink all of it. Thor grabbed the vessel happily, and took three long gulps. But, the level of the ale in the drinking horn lowered only slightly, and Thor could drink no more.

Undeterred, Utgard-Loki said that he’d give the travelers another chance if Thor was willing to participate in a test of his strength. Thor agreed, so Utgard-Loki asked the mighty god to lift a gray cat off the floor. Thor laughed, and began to pick it up. But, the cat arched its back, and as it was lifted up, its legs grew longer. At Thor’s full height, the cat did nothing more than lift a single paw from the ground. Utgard-Loki scoffed at Thor, stating that if he could not even lift a cat, there was no point in him attempting other feats of strength.

Utgard-Loki declared that he’d give them one final chance for perform a task for him, and asked Thor to wrestle Elli, his old nurse. Thor agreed. The fight began, but Thor could

¹⁸⁷ Sigyn was counted among the Aesir gods prior to Loki’s harsh sentence. However, her continued allegiance to that faction is suspect after their treatment of her husband and sons. As such, Sigyn is listed here under the Jotunn faction.

¹⁸⁸ The name Scandinavia may be derived from “Skadi’s Island”. Alternately, Skadi may be thought of as the personification of Scandinavia.

not easily overcome the old woman as easily as he thought he would. The longer he grappled with her, the harder the struggle became. Finally, Thor was brought down to one knee. Utgard-Loki called off the brawl, stating that it was pointless to pit Thor against anyone else if he couldn't handle such a feeble opponent, and ordered them to leave his castle.

When they are all outside its gates, Utgard-Loki asked the group how well they thought they had done on their assigned tasks. Thor admitted that their performances were disappointing. At this point, Utgard-Loki shook his head in disagreement, and dropped his disguise, revealing himself to be none other than the immense Jotunn Skrymir. He said that he would never have allowed them into his halls if he had known the danger they posed, and that they would never be allowed to enter again. Skrymir revealed that he had cast illusions over the group to deceive their senses. He was the giant that Thor had swung at with his hammer. Because of the illusion, Thor's swings missed. Either of the blows would have smashed Skrymir's head. But, instead, Thor gouged valleys in the ground. When Loki failed in his eating contest against Logi, he was competing against wildfire itself, which consumes all it touches. When Thialfi ran his footrace, he was running against Thought, and no man can move faster than he can think. When Thor could not empty the drinking horn, he was actually drinking the ocean. The fact that he was able to lower its level at all is a miracle, and will be the cause of tides in the future. When Thor tried to lift the cat off the floor, he was actually lifting the Midgard Serpent. If Thor had accomplished the deed, the world would have been destroyed. The fact that he lifted even one paw off the ground was terrifying. Finally, the old woman Thor had wrestled was old age herself, whom nobody can beat.

Realizing they had been tricked, Thor lifted his hammer to strike Skrymir. But, he and his castle were gone in the blink of an eye.

Snaer

Snaer ("Snow") is a Frost Giant, and the Nordic personification of snow. At one time, he was the brave, but tyrannical, King of Denmark.

Related Myth: Famine fell on Snaer's kingdom during his reign, due to continual snowfall. To preserve what little grain stores they had, Snaer ordered that anyone brewing alcohol with it to be put to death. Needless, to say, this decision did not sit well with his countrymen. He was eventually killed by his servant Roth ("Red"), when Roth gave Snaer a pair of gloves infested with lice, which consumed Snaer when he put them on.

Relationships: Snaer is the son of Jokul Frosti ("Ice Frost")¹⁸⁹ and the grandson of Kari ("Wind"). He is married to Hversu, with whom they had a son, Thorri ("Frozen Snow"), and three daughters: Drifa ("Snowfall), Fonn

("Snowdrift"), and Mjoll ("Powdered Snow").

Starkad

Starkad is a giant with eight arms. He is a fearsome warrior who wields four swords simultaneously.

Related Myth: Starkad took a liking to Alfhildr, daughter of King Alf of Alfheim. So, he kidnapped the beautiful elfish princess. King Alf pleaded with Thor for his help. Having no love of the Jotunns, Thor readily agreed. He traveled to Jotunheim and slew the many-armed giant personally.

Relationships: Starkad is the son of the Jotunn Storvirk and the father of a hero he named after himself.

Surtr

Surtr, whose name means "Black", is a Fire Giant who guards the entrance to Muspellheim. He has a sword that blazes with a brilliant fire, and is destined to be a major influence in the Jotunns' victory at Ragnarok. In this battle, he slays Freyr, after which he sets the whole world on fire.

Relationships: Husband to Sinmara.

Suttungr

Suttungr is a giant who hoarded the Mead of Poetry.

Related Myth: Suttungr obtained the Mead of Poetry from from the dwarfs Fjalar and Galar, who had killed his father, the Jogunn Gillingr. Furious, Suttungr tied the dwarfs to a boulder on the sea shore, which the tide would soon submerge. The dwarfs begged for their lives and offered Suttungr the Mead of Poetry, which they happened to possess. Suttungr agreed, and released his captives. He took the magical mead, and placed it in a vault in the very center of a mountain named Hnitbjorg. He gave his daughter, Gunnlod, the job of guarding it, as she was a powerful witch who was more than capable of keeping it safe.

Relationships: Son of the Jotunn Gillingr and the brother of Baugi.

Thiazi

Thiazi is a Jotunn in the form of a gigantic eagle who lives in the land of Thrymheim within Jotunheim.

Related Myth: Loki and Hoenir were traveling through a mountain wilderness one day, when they encountered a herd of oxen. Being weary and hungry, they killed one of the beasts and tried to cook it. But, the meat would not brown. While conversing about this strange happenstance, they heard a voice coming from a tree branch above them. Thiazi, the great eagle, was perched there. He explained that he used magic to prevent the meat from cooking. But, he would be willing to allow the fire to warm the meat if they would share it with him. The gods agreed, and the meat cooked as expected.

When the meat was ready, though, Thiazi ate such a vast quantity that Loki and Hoenir were left hungry and became furious. Loki attacked Thiazi with a staff, but his weapon

¹⁸⁹ Jokul Frosti is the origin of the elf-like legend of Jack Frost, who personifies frigid winter weather.

stuck to Thiazi's body. When the eagle took flight, Loki was dragged along with him. The treetops and mountain rocks beat against Loki's legs so fiercely that Loki screamed in pain and begged Thiazi to set him down. Thiazi agreed to do so only if Loki promised to lure Idunn and her apples of youth out of Asgard. Loki swore an oath to do so and Thiazi descended to the ground.

Loki returned to Asgard to fulfill his promise, and managed to tempt Idunn out of Asgard. He claimed to have found some apples even more wondrous than her own. He encouraged her to bring some of her own apples with her so that the goddess could compare the two herself, and she consented. As soon as Loki arrived at the agreed upon location, though, Thiazi dove out of the sky and grabbed Idunn, carrying her off into the clouds to Thrymheim.

Without Idunn's apples, the Aesir and Vanir began to grow old. Knowing that Idunn had left Asgard with Loki, they naturally assumed that he was the cause of her disappearance. They insisted Loki retrieve Idunn on pain of torture. Loki, once again, agreed.

Borrowing Freya's cloak of feathers, Loki transformed into a falcon and flew to Jotunheim to confront Thiazi. But, when he arrived, Idunn was alone. So, Loki transformed her into a nut small enough to carry, and flew back toward Asgard. Thiazi soon realized Loki's treachery, though, and followed. He had just caught up to Loki outside Asgard. But, seeing Loki's plight, the Aesir lit Thiazi's feathers on fire. The great eagle fell to the ground, whereupon the gods slew him.

Skadi, Thiazi's daughter was furious at her father's murder. She went about preparing for war against Asgard. To appease her, the gods granted her Njord's hand in marriage, and placed Thiazi's eyes in the heavens as stars.

Relationships: Thiazi is the son of the Jotunn Alvaldi, the brother of Idi and Gangr, and the father of Skadi.

Thorgerd

Thorgerd is a Frost Giantess who wields potent witchcraft enabling her to control the weather.

Related Myth: In the lengthy Battle of Hjorungavagr, in which Earl Haakon Sigurdsson of Norway was fighting the Jomsvikings, it became obvious that the Jomsvikings were gaining the upper hand over Haakon's fleet. To turn the tide in his favor, Haakon sacrificed his seven year old son to the Jotunn Thorgerd to gain her favor. Soon thereafter, a storm arose, creating a wall of wind that turned away the arrows of the Jomsvikings. Then, Thorgerd herself appeared on Haakon's ship, alongside her sister Irpa. The two raised their arms, and icicles shot out from their fingertips like arrows toward the Jomsvikings. The icy shards rained down like a hailstorm, and each bolt killed an enemy. The Jomsvikings were soon routed, and Haakon won the battle.

Relationships: Sister to Irpa.

Thrymir

Thrymir, whose name means "Uproar", was King of the Frost Giants.

Related Myth: Although it is a mystery how he accomplished the deed, Thrymir stole Thor's hammer, Mjollnir. He held the weapon hostage, demanding Freya's hand in marriage in exchange for its safe return.

The Aesir were all horrified, as they were convinced that without Mjollnir to deter the Jotunns, they would soon overrun Asgard. When they asked Freya whether she would agree to the union, she flat out refused. Seeing no alternative, the gods convinced Thor to disguise himself as Freya, and go to Thrymir as his bride to retrieve his hammer. Freya even offered her golden necklace to make the disguise convincing. So, the gods dressed Thor in a white wedding dress, and put a veil over his face. When he was fully decked out in all his regalia, the gods roared with laughter, including his adopted brother Loki. Insisting that he needed a bridesmaid, Thor grabbed Loki and insisted that he be provided with similar garb, a request which the other gods were only too happy to oblige.

So, Thor and Loki set off for Thrymir's castle in Jotunheim. When they arrived, Thrymir was delighted, and the two were greeting with all due courtesy. The wedding was set for the next day, and a feast was prepared to welcome the newly arrived guests. During this meal, Thor consumed eight salmon, three horns of mead, and an entire ox. Startled at his bride's voracious appetite, Loki explained that the bride had been so excited at Thrymir's offer of marriage that she had not eaten during the intervening eight days. When Thrymir commented on his bride's bloodshot eyes, which were brilliant red due to Thor's barely contained rage, Loki commented that the bride had not been able to sleep, so great was her anticipation of their wedding night. At this news, Thrymir gave a satisfied smile, and enjoyed the rest of the feast. The next day, Thrymir and Thor were seated upon the castle's thrones. In fulfillment of his promise, Thrymir bade Mjollnir be placed between his bride's legs so that the wedding ceremony could begin. As soon as this was done, Thor seized hold of Mjollnir, tossed aside his veil, and crushed Thrymir's skull with a single blow. Thor then slew all the other giants in attendance, save his brother Loki.

The Pantheon of the Nordic Dwarfs

According to Nordic mythology, the Dwarfs first arose as maggots burrowing through the flesh of Ymir. But, the gods granted them the cunning and shape of men. They universally had great fear of sunlight, as it would turn any of them into stone.

The following Nordic dwarfs are not detailed here, as too little information is available about them: Austri, Berling, Billing, Durnir, Grer, Hreidmarr, Littr, Nordri, Otr, Regin, Sindri, Sudri, Vestri.

Alviss

Alviss is a dwarf in Nordic mythology.

Related Myth: Alviss, whose name means “All Wise”, was engaged to Thor’s daughter, Thrud. But, Thor did not like the match. He insisted that Alviss prove that he was actually “All Wise” before he would give his consent to marry his daughter. The two sat beside a campfire at night while Thor asked questions, all of which Alviss had to answer correctly. The god of thunder purposefully dragged out the interview so long that the sun rose. When the morning’s first rays of dawn touched Alviss, the dwarf instantly turned to stone. At that moment, Thor got his answer.

Relationships: Betrothed to Thrud.

Andvari

Andvari is a Nibelung dwarf, a family of Duergar dwarfs descended from the dwarf King Nibelung and who live in a region of Nidavellir having the same name. He forged the ring Andvaranaut, also known as the Ring of the Nibelung¹⁹⁰. This magical ring brings its wearer untold wealth.

Related Myth: When Loki had great need of money, he immediately thought of Andvari, for he knew the dwarf was exceedingly rich in gold. He somehow found out that Andvari had transformed himself into a fish¹⁹¹, and was swimming in the sea. Loki borrowed the net of Ran, the Jotunn that personifies all that is sinister in the sea. With this net, he captured Andvari, and forced the dwarf to give him all of his gold in exchange for his life. Andvari stated that he would hand it over gladly, if he could only be granted the favor of keeping his ring. Loki didn’t understand the significance of the ring, but refused to allow Andvari to keep it anyway. Because of this, the furious dwarf cursed it. From then on, Andvaranaut would not only grant wealth. It would also bring misery and an untimely death to its owner.

Relationships: Descendant of the dwarf King Nibelung.

Brokk and Eitri

Brokk and Eitri are dwarf brothers whose smith abilities are unrivaled in Nordic myth.

Related Myth: Brokk and Eitri bet Loki that they could craft treasures more impressive than those fashioned by the Sons of Ivaldi. The two brothers forged three of the god’s treasures: Freyr’s golden boar Gullinbursti, Odin’s magical golden arm ring Draupnir, and Thor’s hammer Mjollnir.

The Aesir declared the dwarfs to be the winner of the bet, in which Loki had wagered his head. But, the dwarfs could not collect their fair due unless they could do so without harming Loki’s neck. In the end, the best they could do was to sew the trickster’s mouth shut.

Relationships: Brokk and Eitri are brothers.

Durinn

Durinn was the second dwarf to emerge from Ymir’s flesh.

Related Myth: King Svafhlami, who was a grandson of Odin, captured the two dwarfs Durinn and Dvalinn. As payment for their release, Svafhlami forced them to forge the magical sword Tyrting, a weapon with a gold hilt as brilliant as flame. It never misses and slices stone and iron as easily as flesh. Because the dwarfs forged it under duress, though, they laid a curse upon it so that it cannot be sheathed once drawn until it is used to kill a man.

Relationships: Brother of Motsognir.

Dvalinn

Dvalinn, whose name means “The Slumbering One”. He was the first to introduce runes to the dwarfs. The Mead of Poetry, a brew that would grant any who drank it great poetic eloquence, was known as “Dvalinn’s Drink”.

Dvalinn helped Durinn craft the magic sword Tyrting. He also assisted the Alfrigg, Berling, and Grer in fashioning Freya’s golden necklace Brisangamen. The goddess paid for their services by sleeping with each of them.

Relationships: Father of three unnamed daughters, who are recognized as the Fates that control the destiny of Dwarfs.

¹⁹⁰ The legend of Sigurd and the cursed Ring of the Nibelung was the inspiration for Wagner’s epic opera *Der Ring des Nibelungen*.

¹⁹¹ Possibly by sitting on Odin’s throne, Hlidskjalf.

Fafnir

Fafnir was the greediest of all dwarfs, and considering his competition, that is saying something. Fafnir was the son of the dwarf King Hreidmar, who was among the richest of the Duergar dwarfs.

Related Myth: Fafnir's father, Hreidmar, was not timid about displaying his wealth, and so he fashioned his house entirely from gold and gems. Among all of this opulence was the Treasure of the Nibelungs, which was a hoard of gold given to Hreidmar by Loki. Odin had ruled that Loki owed the dwarf king compensation, after Loki mistakenly killed Fafnir's brother, Otr, while hunting. Otr had disguised himself as an otter, and was eating a fish on a riverbank when Loki happened upon him. Being unaware of the otter's true nature, Loki killed it. As Loki didn't have the required payment, he ventured out to obtain it. He captured the dwarf Andvari, and forcibly took his gold. Among the golden treasure was the magical Ring of the Nibelung, which Andvari cursed in anger, so that it would bring ruin to all possessing it.

Hreidmar and Fafnir were both unaware of the treasure's curse, and Fafnir coveted it. His greed finally got the best of him, and Fafnir killed his father and stole his gold. The curse took full advantage of Fafnir's avarice, though. While Fafnir now had unimaginable wealth, the curse magnified his greed so that the dwarf was unwilling to spend even a single coin of it. Instead, Fafnir hoarded the gold, and slowly transformed into a dragon. Fafnir spent his time sleeping on a golden bed. The curse of the ring was not finished, though. It called out to Fafnir's brother, Regin, and caused resentment to swell in his heart. As a consequence, Regin sent his adopted son Sigurd, to slay his brother.

Relationships: Fafnir is the son of the dwarf King Hreidmar, and the brother of Lofnheidr, Lyngheidr, Otr, and Regin.

Fjalar and Galar

Fjalar and Galar are dwarf brothers, famous for murdering Kvasir and creating the Mead of Poetry from his blood.

After having created the magical MacGuffin, the unscrupulous pair also killed a giant named Gillingr as well as his wife. When the giants' son, Suttungr, came seeking revenge, the dwarfs bartered for their lives by giving Suttungr the mead.

Relationships: Fjalar and Galar are brothers.

Motsognir

Motsognir, whose name means "He who drinks mightily", began life as a maggot feeding on Ymir's corpse. He was the first such creature to transform into the form of a dwarf. As such, he is the most revered of all dwarfs, and rules as their king. But, he and his descendants retain the instinct to burrow through Ymir's flesh, through the practice of mining long, winding tunnels.

Relationships: Brother of Durinn.

The Pantheon of the Nordic Elves

There is a very blurry line between the elves and dwarfs in Nordic legends. This is probably because the elves were likely a later addition to the mythology which evolved from the earlier dwarf tradition. So, it is often difficult to determine into which category a given character should be placed. The strategy taken in this write-up is to classify a potential dwarf as an elf if it is explicitly described as living in one of the elfin regions of Alfheim or Svartalfheim, or if their name contains "alf" (literally, "elf").¹⁹²

Dainn

Dainn is the Nordic king of the Light Elves, who is honored for having brought the magic of runes to the Liosalfar. He wields a sword he enchanted himself named Dainsleif. This miraculous weapon never misses, and no wound it delivers heals through normal means. Unfortunately, if the weapon is ever drawn, it cannot be sheathed until it slays someone.

Idunn

Idunn ("Ever Young") provides the gods with golden apples of eternal youth.¹⁹³ It is she that allows the gods to be ageless.¹⁹⁴

Related Myth: When Idunn was kidnapped by Thiazi with Loki's assistance, the Aesir started to grow old. As Loki was the last of the gods to be seen with her, they assumed he was involved in her disappearance. So, they ordered Loki to retrieve her, and told him that if he returned without her, he would be put to death. They were right, of course. Having no other choice, Loki traveled to Thiazi's abode in Jotunheim, turned Idunn into a nut, and stole her. Thiazzi pursued, but was killed by the Aesir as they all approached Asgard.

Relationships: Idunn is the wife of Bragi. Her specific ancestry is unclear, although she is said to descend from the elves, being "the youngest of Ivaldi's elder children".

¹⁹² Even so, not all of the Nordic elves are detailed here, as there is too little information about them in the available sources. Some of those that were left out were: Alfrigg, Gandalf, and Ivaldi.

¹⁹³ Being the food of the gods, Idunn's apples serve the same role in Nordic myth as Ambrosia does in Greek myth.

¹⁹⁴ Unlike the gods of other mythologies, the Nordic gods are mortal. Many of them are destined to die in the battle of Ragnarok.

The Sons of Ivaldi

The Sons of Ivaldi¹⁹⁵ are smiths known to be among the finest among the elves¹⁹⁶. Together, they crafted three of the gods' treasures: Sif's golden hair, Freyr's ship Skidbladnir, and Odin's spear Gungnir.

Their names are unknown, though. Even how many there are is a mystery.

Relationships: The Sons of Ivaldi are all brothers, fathered by the dwarf Ivaldi. Idunn is their sister.

Wayland

Wayland is the Lord of the Dark Elves, the Svartalifar. He was apprenticed to Mimir, and thus became a master craftsman and blacksmith. Wayland married a Swan Maiden named Hervor, and gave her a magical ring of love as a wedding gift.

Related Myth: Wayland was kidnapped by King Nidud, who crippled him by cutting his hamstring tendons¹⁹⁷ and imprisoned him on the island of Saevarstod. Further, the king stole Hervor's wedding ring and gave it to princess Badhild, his daughter.

King Nidud forced Wayland into slavery as his blacksmith. While in his service, Wayland forged Nidud many wondrous items, including the magnificent sword Gram, which was later to be wielded by Sigmund and Sigurd.

When the opportunity arose, Wayland clandestinely killed Nidud's sons. He plated the tops of their skulls with gold, adorned them with gems, and crafted drinking vessels from them as tribute to the king. He also forged jewels from their eyeballs for the queen, and crafted a broach from their teeth for Badhild. As final recompense for the abysmal treatment he had been given, Wayland raped the princess. He then donned a magical cloak of feathers he had crafted for himself¹⁹⁸, and used it to fly away.

Relationships: Wayland was married to the Swan Maiden Hervor, with whom he had a son named Heime.

The Pantheon of the Vanir

The Vanir¹⁹⁹ are a pantheon of gods who represent fertility, magic, and peace. They live in Vanaheim, one of the nine Nordic realms, which is supposedly located at the ground level of the World Tree. Vanaheim is adjacent to the land of men, otherwise known as Midgard.

When the world was young, the Vanir and Aesir were at war. But, the war was a stalemate. Neither side could gain the advantage over the other. In order to end the perpetual struggle, the two sides agreed to a truce. They exchanged hostages to seal the alliance, as was customary in such circumstances, and an uneasy peace has been maintained between the two factions ever since.

Freya

Freya²⁰⁰, Freyja, or Frigg²⁰¹, is Odin's wife, and is associated with wisdom and foresight. She is the goddess of fertility, sex, love, beauty, and magic. It was Freya that introduced the art of witchcraft to the Aesir gods after the alliance between the Aesir and Vanir was forged.

When traveling, she rides in a chariot drawn by two cats or on the back of the boar Hildisvini.

Freya wears a cloak of falcon feathers that allows her to shape-shift into a falcon. She also wears a fabulous golden necklace forged by the dwarfs named Brisangamen, also known as the Necklace of the Brisings. Known for her sexual proclivities, Freya supposedly slept with the four dwarfs as payment for it.

Freya is an expert in the occult arts, known as Seidr to the Norse, and is credited to have brought the practice to humanity.

Freya started out as one of the Vanir, but was accepted into the Aesir after the truce between the two factions was forged.

Freya lives in a splendid hall named Fensalir, or Sessrumnir, located in a region known as Folkvangr. Half of all those who die in combat go to Sessrumnir, while the other half are sent to Valhalla.

Relationships: Freya is the daughter of Njord, and the sister of Freyr. She is also the wife of Odin, by whom she became the mother of two sons, Baldar and Hermod. She also had two daughters by a previous husband, Od²⁰², named Gersemi and Hnoss. Her mother is ambiguous, but may be an Earth goddess named Nerthus.

195 Nothing is known of Ivaldi himself, other than that he is the father of Idunn and "The Sons of Ivaldi".

196 Nordic myth refer to The Sons of Ivaldi as dwarfs. But, there is a very blurry line between dwarfs and elves in Nordic legends, and this group of "dwarfs" are clearly stated as living in Svartalheim, which literally means "Black Elf Home". Further, they are the brothers of Idunn, who is explicitly described as being an elfin woman. As such, we view the smith competition between the Sons of Ivaldi and the dwarf brothers Brokk and Eitri as answering the question as to which race, elf or dwarf, has the superior smithy skills.

197 The archetype of the crippled blacksmith is a common motif throughout mythology.

198 The skill of crafting a magical cloak of feathers may have been learned from his wife, as swan maidens donned similar cloaks to transform into swans.

199 There are other Vanir which are not detailed here: Males: Skimir; Females: Gersemi, Hnoss

200 The name of the sixth day of the week, Friday, derives from "Freya's Day".

201 It is possible that Freya and Frigg are two distinct goddesses. The original sources are unclear on this point.

202 The available Nordic myths say little about Od. It is possible that Od and Odin are the same god.

Freyr

Freyr is associated with peace, pleasure, sunshine, and fair summer weather.

Freyr has a sword that fights by itself, but he lent this sword to Gerd in order to win her hand in marriage. He is destined to die at Ragnarok by this sword, wielded by the Fire Giant Surtr, because he bargained it away for Gerd's affections. In the meantime, Freyr fights with the antler of a great stag.

When traveling, Freyr uses Gullinbursti, Blodughofi, or Skidbladnir. Gullinbursti, whose name literally means "golden bristles", is a golden boar crafted by the dwarfs. Blodughofi, or "Bloody Hoof", is a horse capable of galloping unscathed through fire. Skidbladnir is an enormous ship, big enough to carry all of the gods, but which can be folded up and put in a pocket like a handkerchief.

Freyr was given dominion over Alfheim at birth, and is revered by the Light Elves.

Relationships: Freyr is the son of Njord, brother to Freya, husband of Gerd, and father of Fjolne. His mother is ambiguous, but may be an Earth goddess named Nerthus.

Kvasir

When the Aesir and Vanir pantheons decided to ally with one another, the gods of both faction spit into a bowl, and from this spittle Kvasir emerged. He was considered the wisest of the Vanir, although he resided in Asgard with the Aesir as one of the hostages the two sides traded to symbolically forge their alliance. He could answer any question, and his eloquence was without peer. Kvasir spent his time traveling throughout the world teaching his wisdom to all who would listen.

Related Myth: After Loki tricked Hodr into murdering Baldar, the gods set out to capture the trickster. Odin used his throne of far seeing, Hlidskjalf, and located Loki near the waterfall Franangrsfors, where he was hiding out. When the gods got there, Loki had already fled. But, Kvasir saw ashes in Loki's fire having a criss-cross pattern. Kvasir surmised that they must be the ashes of a net. Since Loki took such pains to ensure that he not provide the gods with a net, Kvasir figured Loki must have transformed himself into a fish, and so the gods should look for him in the nearby river. Sure enough, Loki had transformed into a salmon, and was lurking within the waterfall. Kvasir's insight allowed the gods to drive Loki out of the water, which resulted in him being captured and bound.

Later, two dwarfs, named Fjalar and Galar, killed Kvasir. They drained his blood and put it in three vessels, named Bodn, Son, and Odrerir. They mixed the divine blood with honey, producing the Mead of Poetry. This drink provides its imbibers with Kvasir's wisdom and poetic eloquence. As such, Kvasir is considered the god of brewing and fermenting.

Relationships: Kvasir was born from the collective saliva of all the Vanir and Aesir gods. In essence, he is a divine personification of the alliance itself.

Njord

Njord is the Nordic god of fishing, sailing, seafaring, and the winds. He is often invoked by sailors to calm the seas.

In the truce between the Aesir and the Vanir, Njord was sent to Asgard as a hostage, along with Freyr and Kvasir.

Njord lives by the sea in his abode, Noatun ("Ship Enclosure"). He is destined to survive Ragnarok.

Relationships: Njord is the brother of Nerthus²⁰³, the husband of Skadi, and the father of both Freya and Freyr. He is said to be the father of nine daughters in total. Other than Freya, the names of only two others are known: Kreppvor and Radveig.

203 The original Nordic texts do not explicitly state that Nerthus is Njord's brother. However, they do state that Njord has a sister, who is unnamed. And, the two names are the masculine and feminine forms of the same ancient Germanic word "Nerthuz". Scholars have taken this to imply that the two are a brother / sister pair, in much the same way that Freyr and Freya are.

The Slavic Culture

The Slavic mythology is a difficult one to adequately describe. It lacks any truly unifying force since it never developed into a fully mature religion across all Slavic lands. Rather, like the ancient Druids of the Celtic myths, the Slavic people lived in a world filled with countless local gods and spirits. The realms of many of the Slavic deities did not extend any further than a nearby forest. Nevertheless, the religion did show some few signs of maturing. Belief in a very small number of local gods began to spread into the surrounding country. It is these somewhat amorphous deities that are described here.

The mythology of the Slavs is primarily focused on the idea of dualism, or opposites. Light and darkness, male and female, winter and summer, sky and earth. This dualism is more closely aligned with the eastern concept of yin/yang than the Christian ideas of good and evil.

Slavic Setting

Slavic Avatar Races & Lineages

Dwarf (Duergar, Erdluite, Mixed, and Rugen), Mixed Race (Nymph/Human Mix), Hob (Bannik, Mixed, and Moss Folk), Human, Pan (Leshy and Mixed)

Iconic Slavic Armor Pieces

Proportional and Undersize Shields

Iconic Slavic Weapons

Axes, Bows, Slings, Spears

Iconic Slavic Classes

Shaman, Volkhv Priest / Priestess

Other Initiate Classes

Acolyte, Animist, Apothecary, Bandit, Barbarian, Blacksmith's Apprentice, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Demagogue, Enforcer, Foot Soldier, Freebooter, Grave Robber, Hood, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Mountaineer, Oracle, Peasant, Prospector, Sailor, Scholar, Scoundrel, Second Story Man, Sectarian, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Trapper, Witch Neophyte, Wizard's Apprentice, Woodsmen

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Alpine Explorer, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Cleric, Con Artist, Crafter, Creationist, Cult Leader, Demonologist, Docent, Elder, Enchanter, Enforcer, Escape Artist, Explorer, Fence,

Forester, Forger, Geomancer, Glass Smith, Healer, Hierarch, High Priest / Priestess, Highway Robber, Horseman, Hunter, Huscarl, Hydromancer, Iconoclast, Illusionist, Knave, Knife Thrower, Lapidary, Maestro, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Glass Smith, Master Horseman, Master Huscarl, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Naval Officer, Necromancer, Patriarch / Matriarch, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Ranger, Reaper, Shaman, Sharpie, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Tomb Robber, Totemic Adept, Totemic Master, Trap Specialist, Warlock, Warlord, Warrior, White Mage, Wise Man / Woman, Witch, Witch Hunter, Wizard, Zealot

Slavic Cultural Perks

Members of Slavic culture automatically gain the following abilities.

Gifts

Speaking Slavic

Academic Skills

Reviewed (+1) in: Faery Lore

Martial Weapons

Reviewed (+1) in: A single Iconic Slavic Weapon of the character's choice.

Slavic Festivals

Ivan Kupalo

Summer feast dedicated to Mother Earth (Mati Syra Zemlya). It occurred on the summer equinox.

Koliada

Winter festival occurring on the winter solstice (December 12). This date was considered the best time for the living to communicate with the dead. The young would predict their own futures, and the old would symbolically place food on ancestral graves to feed the dead.

Matushka Kozma-Demian

Autumn feast occurring on November 1 to celebrate the harvest.

Radunitsa

Spring feast dedicated to the god Rod celebrating rebirth. During this festival, participants would paint eggs and place them on ancestral graves, as a symbol incorporating both death and new life.²⁰⁴

The Cyrillic Script

Originally created in the 9th century, the Cyrillic alphabet is a form of writing used in many Slavic cultures. The [Cyrillic Script Cipher Table](#)²⁰⁵ provides a mapping of the Cyrillic alphabet to the Latin alphabet, so it can be easily used in-game as a cipher for English text.

И до нот суффэр фром инсанитя

И энжоу эвэя минутэ оф ит

Cyrillic Script Cipher Table

A	B	C	D	E	F	G	H	I
А	Б	Х	Д	Е	Ф	Г	Ю	И
				Э		Г		Й
J	K	L	M	N	O	P	Q	R
Ј	К	Л	М	Н	О	П	Џ	Р
S	Sh	T	Tch	Ts	U	V	W	X
С	Ш	Т	Ч	Ц	У	В	Ѓ	Ж
Y	Z	a	b	c	d	e	f	g
Я	З	а	Б	х	д	э	ф	г
						е		
h	i	j	k	l	m	n	o	p
ю	и	ј	к	л	м	н	о	п
		й						
q	r	s	sh	t	tch	ts	u	v
Џ	Р	с	ш	т	ч	ц	у	в
w	x	y	z					
w	ж	я	з					
1	2	3	4	5	6	7	8	9
А	В	Г	Д	Є	Ѕ	З	И	Ө
10	20	30	40	50	60	70	80	90
І	К	Л	М	Н	Џ	О	П	Ч
100	200	300	400	500	600	700	800	900
Р	С	Т	У	Ф	Х	У	Ѓ	Ц

²⁰⁴ The Easter Egg Hunts of later Christian tradition arose from this practice.

²⁰⁵ All of the symbols on the table are authentic (Unicode) characters. However, some liberties were taken with their assignments to Latin characters to fill in gaps, so a complete cipher could be presented for use in-game..

The Slavic Factions

The Slavic Culture

Arch-Enemies: Christian Culture, Norse Culture

Description: The Slavic people resolutely clung to their ancient beliefs. Many Slavic lands were first conquered by the Norse and then later by Christians. Both groups tried to impose their religious beliefs on the populace. As a result, an interesting dichotomy arose between the religions of the nobility and that of the peasantry. The nobility would espouse pure Nordic or Christian beliefs. The peasantry would accept these beliefs, but used them to augment their already rich mythology. In the end, the best that the Catholic Church could do was to associate the Slavic gods with Christian saints.

"Tradition is paramount."

"Family must avenge a relative's murder."

"Venerate and fear the spirits of the dead."

"Allow nothing to change our way of life."

"Spirits suffering early deaths are unclean and restless."

"Human sacrifices are sometimes needed to appease the gods."

"Christianity offers a blissful afterlife, but the pagan gods provide bountiful crops and healthy livestock."

"The Slavs should rule the Teutonic Lands."

Slavic Titles

Social Status	Title
Royalty	Domnitor (King) Ban (Governor)
Nobleman	Pârcălab (County Head) Dregător (Court Official) Jude (Mayor)

The Slavic Mythology

Slavic mythology presents a conundrum, as there are no original written sources with stories concerning the Slavic gods. In large part, this is due to there having been two distinct waves of conquerors sweeping through Slavic lands who brought their own religions with them.

The first were the Norse, who established themselves as nobles over the Slavic peasantry. Understandably, the Slavic peasants continued their original religious practices while the Norse continued theirs. This created a religious schism between the nobility and peasantry of these regions that persisted for centuries. Nevertheless, the two religious perspectives inevitably influenced each other, and the lines between them became blurred.

Later, Catholicism swept across the same lands.²⁰⁶ Their primary goal was not just to rule over the conquered lands, but also to convert its occupants to Catholicism. Toward this

²⁰⁶ This happened between the 8th and 13th centuries.

end, the church took great pains to eradicate all signs of the earlier pagan religion. Ironically, the task would have been entirely successful if it were not for the efforts of individual Catholic monks in recording the earlier Slavic beliefs.

Slavic Cosmology

According to Slavic mythology, at the beginning of time there was only a vast tumultuous sea, the sky above it, and the Cosmic Egg, all of which was hidden in darkness.

The Cosmic Egg

At the beginning of time, the Cosmic Egg²⁰⁷ floated on the Primordial Sea. It hatched, and from it grew the World Tree. The egg shell split into an upper half and a lower half. The World Tree's branches lifted the upper half above the lower half to create the dome of the heavens. The lower half fragmented, and became the land.

Nava

Nava is the part of the underworld representing the primordial waters. It is both an underworld sea and the rivers that must be crossed to enter the subterranean realms of the dead.

Peklo

Peklo is paradise, where the souls of the worthy dead go to spend their eternal afterlife. It is the part of the underworld where the Sun goes after every sunset, and where Dazhbog's palace is located.

The Primordial Sea

The Primordial Sea, representing Chaos, surrounds the world. At the center of this sea is the World Tree, which holds the heavens up above the sea, and whose roots reach down to the underworld watery realm of Nava, to drink the primordial waters.

Rai

Rai is the Slavic hell where the souls of the unworthy dead reside. Here, the monstrous harpy Alkonost resides, whose torturous songs ensure the dead cannot rest.

The World Tree

Also known as the Tree of Life, The World Tree is an enormous ash tree at the very center of the world. Its branches hold up the heavens, and the land of men is found at its base. Its roots plunge all the way down into the underworld realm of Rai to drink the primordial waters of Nava.

²⁰⁷ There is an interesting correlation between the Slavic Cosmic Egg and the Orphic Egg of the Orphic Order of ancient Greece, from which the world supposedly hatched. The Orphic Egg, in turn, influenced later Alchemical thought.

Slavic Heroes and Villains

Although Slavic mythology has been largely wiped out, Slavic lands maintain a rich tradition of folklore, including tales of the witch Baba Yaga and the lich Koschei the Deathless.

Baba Yaga

Also known as Ienzababa, Baba Yaga is a powerful black witch whose name means “Old Hag”. She often appears as an emaciated old woman, little more than skin and bone, with long sharp teeth made of iron. In this form, she has a writhing nest of snakes for hair and eyes that can immobilize anyone she gazes upon with fear.²⁰⁸ At other times, she appears simply as a kindly old woman.

Baba Yaga has the ability to change her shape, can control the animals of the forest, and has a vast knowledge of occultism. She is revered for her power, but is not worshiped as a deity.

Baba Yaga lives in a hut fashioned from human bones. The hut itself walks on chicken legs. Sometimes there is a pair of legs on each of the house’s corners, at other times, there is a single leg on each corner, and in other tales it stands on a single pair of legs. These legs allow the dwelling to spin around or run across land. A fence made of human bones usually surrounds the yard around her hut as well. A skull with glowing eyes caps each fence post.

Inside her cottage is a spinning wheel which she uses to spin yarn from the entrails of the dead. And, she usually keeps a kettle of soup cooking, in which human fingers, toes, and eyes simmer.

She sometimes travels in a flying mortar and pestle, using the pestle as a sort of oar, and a broom as a rudder.

Baba Yaga is occasionally helpful, but is more likely to bring about one’s doom. As she is a cannibal, it is always exceedingly dangerous to interact with her. The witch will sometimes agree to help those desperate enough to ask for her assistance. Before she will give it, though, she will often require the petitioner to fulfill one or more seemingly impossible tasks. Failure will result in the hag eating the requester instead.

Related Myth: Baba Yaga demanded a young man named Petrushka to bring her back I-Know-Not-What from I-Know-Not-Where. She provided him a comrade for his quest, though, in the form of an anthropomorphic frog named Babushka-Lyagushka-Skakushka, or “Grandmother Hopping Frog”. In the end, I-Know-Not-What turned out to be an invisible creature named Nobody. When asked what type of creature it was and where it was from, it replied, “I-Know-Not-What, and I-Know-Not-Where”.

Relationships: Mother of Koschei the Deathless and Chudo-Yudo.

²⁰⁸ The Greek myth of Medusa has had an obvious influence on the folklore of Baba Yaga here.

Koschei the Deathless

Koschei the Deathless was perhaps the world’s first lich, who is a powerful Archmage capable of transforming into a dragon. He cannot be killed, because he extracted his own soul from his body and placed it in a needle²⁰⁹. To slay him, someone would first have to break the needle. So, Koschei hid the needle within an egg and put that egg into a bird that would fly away at the slightest provocation. He placed the bird inside a jittery rabbit who could run like the wind. He then locked the rabbit in an iron chest, and hid the chest under the roots of a tree on an isolated island in the middle of a vast sea.²¹⁰

Consequently, any would-be murderer would have to be clever enough overcome several barriers. They needed to discover the island, find the tree under which the chest was buried, and dig it up. Then, if they somehow unlocked the chest, the rabbit would immediately dash away with the prize. If the rabbit was captured and cut open, the bird would burst out of its body and escape into the sky.

It is reasonable to assume that the chest in which the needle resides is protected by powerful magics from all forms of divination. Needless to say, Koschei is very secretive about the needle. He will not even reveal it exists, much less where it is located. Nevertheless, rumors exist about the nature of Koschei’s apparent immortality, and the needle’s existence.

Koschei is fond of kidnapping princesses, and keeps them imprisoned in the golden castle in which he dwells.

Relationships: Koshchdi is the son of Baba Yaga and the brother of the multi-headed dragon Chudo-Yudo.

²⁰⁹ Items that house souls are known as soul-vessels in Mythmagica.

²¹⁰ It is a repeated theme in Slavic folklore to place magical powers or a soul in an item, and then place that item in a series of containers metaphorically akin to Russian dolls. The stories vary in their details about the form of each container and whether it is inanimate or alive. But the basic motif is the same. In some, as in the tale of a giant named Khan Boghu, a person’s soul is split into several pieces, and each piece is placed within a different object, known as a soul-vessel. Such a person cannot be killed unless all their soul-vessels are destroyed first.

Likho the One-Eyed

Likho, whose name means “Evil”, is a powerful witch hag having only a single good eye, the other having been somehow lost.

Related Myth: There were once two young men, both of which had a good nature. But, having lived sheltered lives, were quite naive. They had never seen evil, and wondered where it was. So they decided to go on a quest to find it. Before too long, they encountered an old woman named Likho, who had a single eye. She invited them into her abode, and they readily agreed. Once there, Likho cast a spell over the men, transfixing them both. Thus immobilized, she tied them up.

Before too long, it was evening and time for dinner. Likho brought the sheep she tended out from the field into her house, and fired up her stove. She then killed one of the men, cooked him, and devoured him with enthusiasm. Nothing was left of the man but bones.

Horried at what he had witnessed, the other man told Likho that he was an accomplished smith, and that he could forge anything she desired if she would let him go. Likho agreed, asking that he craft her a new eye to match her good one. The man said that he could do so, but in order to hammer it into her skull, he would need to tie Likho down. Otherwise, Likho might move about while he was working, and that would have disastrous consequences. Greatly desiring a new eye, the old hag was swayed and agreed to be bound. Of course, once she was immobilized, he did no such thing. Rather, the man grabbed a hot poker, and gouged out her one remaining eye. Likho’s thrashed about while he was doing this, and broke her bindings.

Fearing for his life, the man turned his sheepskin coat inside out, and put it back on. He then hid among her sheep. Likho searched for the man. But, being completely blind, her only recourse was to feel around with her hands. Every time she came to the man, she would feel the wool of his coat and assume he was one of her sheep. When the morning came, Likho let out her sheep to graze, and the man shuffled out with them and escaped.²¹¹

Morozko

Also known as Ded Moroz, or “Grandfather Frost”, Morozko is a powerful Wizard with control over frost and Winter weather. He is tall and gaunt with white hair and beard, bushy white eyebrows, and sparkling blue eyes. He carries a staff and wears a long white fur coat, a round white fur hat, and white boots. When traveling, he often rides a sleigh.²¹²

Morozko is sometimes accompanied by his young granddaughter, Snegurochka, or “Snow Maiden”. She wears a long silver-blue robe and a fur cap.

Morozko is tolerant of people that respect the Winter, and who take proper precautions against the cold. He will often even reward them with gifts and riches. But, he has no sympathy for anyone who takes his good nature for granted. Anyone treating the cold cavalierly is likely to be found frozen solid.

Relationships: Morozko is the grandfather of Snegurochka.

211 This story has striking similarities to the Greek myth of Odysseus and the Cyclopes.

212 Morozko had a strong influence on the later legends of Father Christmas and Santa Claus.

The Slavic Pantheon

Some rudimentary Slavic myths have been preserved as folk tales. But, they are scant, brief, and contradictory. Further, they do not provide a good sense of how the various gods interacted. There are indications that each Slavic god has a polar opposite, but this is debated among historians. We do know of some rivalries between some of the gods, such as Perun overthrowing Rod's rule as king of the gods. But, how and why this happened has been lost. So, it is not possible to get a good picture of the mythology's factions and their motives. Thus, we cannot reconstruct a complete mythology from the available information. Even so, some aspects of the rich Slavic folk tradition have survived and have been incorporated into the game. In particular, the stories of Baba Yaga and Koschei the Deathless are noteworthy. A number of Slavic faery creatures are also detailed in the monster supplements. So, it is worth elaborating on what paltry information is known about Slavic myths.

The Slavic deities are incorporated into the game as a form of "The Old Gods" trope. That is, they are the forgotten gods of an old culture whose history has faded from memory over the centuries. In this way, they can add a flavor of mystery to settings involving decaying, ancient ruins, and can serve as an added historical layer of a past age in lands that have been conquered and repopulated by other cultures. After all, that is exactly what they are to the modern world.

Chernobog

Chernobog²¹³, whose name literally means "Black God", is the personification of darkness. He was formed from Svarog's shadow when light first illuminated the world. He is described as being all black, dressed head to foot in a hooded pitch black robe or cloak, and riding a black horse with black saddle and harness. At times, he is depicted as a black serpent.

Chernobog, darkness, captures Dazhbog, the Sun, every nightfall and holds him until Perun, the Sky, intervenes and frees him.

Relationships: Chernobog is the son of Svarog and brother to Perun.

Dazhbog

Dazhbog²¹⁴ is the personification of the sun, provider of light and warmth. He has pure white skin, hair, and beard, and wears a silver belt, cap, robe, and sword. He rides in a golden chariot with diamond wheels drawn by white stallions that breathe fire. At times, Dazhbog will ride one of his stallions without the chariot, and his stallion is equipped with gear fashioned entirely from gold. The Auroras are Dazhbog's servants, and comets are his messengers.

Dazhbog lives in a golden palace in the east beyond the

horizon, which is located in an idyllic paradise overflowing with milk and honey known as Peklo. His palace is protected by three silver gates, and is encircled by an impenetrable forest. This is where the spirits of the some of the dead travel to spend their afterlives.

In the morning, Dazhbog leaves his palace as a young man. But, as the day progresses, he ages. By the time his chariot falls below the western horizon at sunset, Dazhbog is an old man feeble enough for Chernobog to imprison.

Dazhbog occasionally battles wolves on his journey across the sky, and is swallowed by them. These are the times of solar eclipses. He always emerges from these battles unscathed, but their occurrences are bad omens of difficult times to come.

Relationships: Dazhbog is the son of Svarog and the brother of Chernobog, Perun, and Svarozhich. He is also the husband of Mesyats, and the father of four daughters: Zorya Utrennyaya, Zorya Verchernyaya, Zvezdy Dennitsa, and Zvezdy Vechernyaya, who are the personifications of dawn, dusk, the morning star and the evening star, respectively. He is also the father of all the stars in the heavens.

Mati Syra Zemlya

Mati Syra Zemlya, whose name literally means "Moist Mother Earth", is the Slavic Earth Mother. She is also described as "Bud Raiser", "Mother of the Fields", "Mother of the Forests", and "Mother of Springs". She is among the most revered and long worshiped deities of the Slavic mythology, who is most favorably disposed to women and their concerns.

Mati Syra Zemlya, also known as Zemyna, is not generally depicted in human form. Rather, she is merely referenced as the Earth itself. Offerings are provided to her by digging a hole in the ground, and placing the sacrifices in it.

Mesyats

Mesyats²¹⁵ is the personification of the moon who rides across the sky in a silver chariot pulled by gray horses. She is dressed in a pitch black robe covered with twinkling stars.

Mesyats is very wise, and so acts as Dazhbog's adviser. She and Dazhbog are lovers, but they have a very stormy relationship. Their affection for one another runs in hot and cold cycles. They marry in the summer and divorce in the winter, which drives the seasons.

The moon is where the spirits of some of the dead spend their afterlife, traveling across the bridge of the Milky Way to get there.

Relationships: Mesyats is the wife of Dashbog, and mother

213 Due to a lack of source material, Chernobog's description is partly taken from that of the unnamed Russian personification of Night.

214 Due to the scarcity of Slavic sources, portions of this depiction of Dazhbog are taken from the more local Lithuanian/Latvian sun god named Dievas, whose name means "Heavenshine".

215 The original Slavic sources concerning Mesyats are largely contradictory, whether she is old or young, beautiful or ugly, or even in whether the deity is male or female. In older sources, the god is male, while later sources describe Mesyats as female. Due to these disparities, and the fact that these sources are so sparse, Mesyats's description is drawn from whatever sources are available, including taking some aspects from the Lithuanian moon god, Menuo.

to their daughters, the Zoryi and the Zvesdy, as well as all the other stars in the sky.

Perun

Perun is the god of lightning, thunder, the sky, and the weather. He is the most potent of all the Slavic gods, and acts as the ruler of the heavens.

Perun travels in an iron chariot drawn by a massive goat, whose wheels roll with the sound of rumbling thunder. He also has many weapons to strike down enemies. His primary weapon is his bow, from which he shoots lightning bolts. He also carries an ax, which always flies back to his hand after he throws it, a massive cudgel, and a spear. All of his weapons strike with the devastating crash of thunder.

One of Perun's primary responsibilities is to free Dazhbog every morning from Chernobog's dark grasp. The door to Dazhbog's cell is impervious to everything except Perun's brilliant lightning.

Perun reveres and is associated with the oak tree. His effigies are carved in oak, each with a head fashioned from silver adorned with a golden mustache, and are surrounded by six ever burning flames. Most include him holding a mallet. Living creatures are commonly sacrificed to Perun, including the occasional human sacrifice.

Relationships: Perun is Svarog's son and is brother to Chernobog, Dazhbog, and Svarogich.

Rod

Also known as Porevik, Svantovit and Triglav, Rod is the god of war and fertility, and the creator of man. He was originally the leader of the gods, and the ruler of the sky and lightning, but was overthrown by Perun, who took his place as the sky god. At that time, Rod was demoted to the protector of home and hearth.

Effigies of Rod are carved on enormous, square wooden pillars. He has four heads, each of which is carved on one of the pillar's flat surfaces facing in a cardinal direction. He is generally depicted holding a drinking horn. He is also sometimes depicted with a sword or carrying a war banner. White horses are holy to him, and his temples generally house a white stallion.

Relationships: Husband of Rozanitsa.

Stribog

Stribog is the god of wealth, wind, and storms, and the king of Winter. He has a puffy face, swollen lips, tousled hair, and rumpled clothes.

Svarog

Svarog is a smithy god of fire and forge. He is the creator of the world²¹⁶, the ruler of the gods, and the universal father figure.

Svarog hatched from the cosmic egg when the universe was young. The World Tree formed from fragments of the lower half of the eggshell, and its branches lifted up its upper part as the dome of heaven. Svarog used the egg's yolk, blazing with energy, to create the sun, the moon, the world, and life. When the sun shone its rays upon the world, Svarog cast the first shadow, and Chernobog came into being.

Relationships: Svarog is the father of Chernobog, Dazhbog, Perun, and Svarogich.

Svarogich

Svarogich is the god of prophecy and the personification of fire. As his brother Dazhbog, the Sun, sets on the horizon, Svarogich takes on the responsibility of warming households.

His temples have deep pits in which fire continually burns. Freshly harvested grains are often placed above these fires to dry before threshing, and sacrifices made to the god usually take this form.

Relationships: Svarogich is the son of Svarog, and the brother of Chernobog, Dazhbog, and Perun.

Veles

Veles, or Volos, is the personification of the sea, representing Chaos. He is also the god of horned livestock and of wealth, and the ruler of the underworld. His effigies have three heads.

The Zoryi

The Zoryi are two sisters, named Zorya Utrennyaya and Zorya Vechernyaya, who are the personifications of sunrise and sunset, respectively. They are the guardians of a great beast that is chained to the Ursa Major constellation. When this beast breaks loose, the world will end.²¹⁷

Relationships: The Zoryi are the daughters of Dazhbog and Mesyats, and the sisters of the Zvezdy.

The Zvezdy

The Zvezdi are two sisters, named Zvezda Dennitsa and Zvezda Vechernyaya, who are the personifications of the morning and evening stars, respectively. They have the role of tending to the horses that pull their father's chariot across the sky every day.

Relationships: The Zvezdy are the daughters of Dazhbog and Mesyats, and the sisters of the Zoryi.

²¹⁶ Some sources credit Rod as the world's creator.

²¹⁷ There is an obvious correlation here to the Fenris myth of Nordic mythology.

Pagan Class List

We start with a table laying out how the various Pagan Classes relate to one another.

Pagan Class List

Initiate Classes	Veteran Classes		
<u>Acolyte</u>	<u>Ashipu Priest / Priestess</u>	<u>Zealot</u>	
	<u>Avenger</u>	<u>High Priest / Priestess</u>	<u>Hierarch</u> <u>Patriarch / Matriarch</u>
	<u>Cleric</u>	<u>Sem Priest / Priestess</u>	
	<u>Elder</u>	<u>Iconoclast</u>	<u>Zealot</u>
	<u>Maenad</u>	<u>Seer / Seeress</u>	
	<u>Pythian Priest / Priestess</u>	<u>Zealot</u>	
	<u>Volkhv Priest / Priestess</u>		
<u>Animist</u>	<u>Ashipu Priest / Priestess</u>	<u>Elder</u>	
	<u>Exemplar</u>	<u>Healer</u>	
		<u>Hierarch</u>	
	<u>High Priest / Priestess</u>	<u>Patriarch / Matriarch</u>	
	<u>Pythian Priest / Priestess</u>	<u>Elder</u>	<u>Iconoclast</u>
	<u>Healer</u>		
	<u>Elder</u>	<u>Iconoclast</u>	
	<u>Seer / Seeress</u>		
	<u>Sem Priest / Priestess</u>		
	<u>Zealot</u>		
<u>Barbarian</u>	<u>Berserker</u>	<u>Gothi</u>	
	<u>Shaman</u>	<u>Patriarch / Matriarch</u>	
<u>Demagogue</u>	<u>Ashipu Priest / Priestess</u>		
	<u>Cleric</u>	<u>Seer / Seeress</u>	<u>Hierarch</u>
	<u>Elder</u>	<u>High Priest / Priestess</u>	
	<u>Healer</u>	<u>High Priest / Priestess</u>	<u>Patriarch / Matriarch</u>
	<u>Iconoclast</u>	<u>Pythian Priest / Priestess</u>	
	<u>Shaman</u>	<u>Zealot</u>	<u>High Priest / Priestess</u>
<u>Druid</u>	<u>Cleric</u>	<u>Healer</u>	<u>Hierarch</u> <u>Patriarch / Matriarch</u>
	<u>High Priest / Priestess</u>	<u>Healer</u>	
		<u>Patriarch / Matriarch</u>	<u>Hierarch</u>
	<u>Seer / Seeress</u>	<u>Elder</u>	
	<u>Stavesman</u>	<u>Iconoclast</u>	
	<u>Zealot</u>	<u>Master Stavesman</u>	
	<u>Avenger</u>		
	<u>Healer</u>		
	<u>Iconoclast</u>		
<u>Oracle</u>	<u>Elder</u>	<u>Ashipu Priest / Priestess</u>	
		<u>Cleric</u>	
		<u>Maenad</u>	
	<u>Exemplar</u>	<u>Cleric</u>	
		<u>Maenad</u>	
		<u>Shaman</u>	
	<u>Volkhv Priest / Priestess</u>		
	<u>High Priest / Priestess</u>	<u>Cleric</u>	<u>Hierarch</u> <u>Patriarch / Matriarch</u>
	<u>Iconoclast</u>	<u>Maenad</u>	
		<u>Maenad</u>	
		<u>Volkhv Priest / Priestess</u>	
	<u>Zealot</u>	<u>Cleric</u>	
		<u>Maenad</u>	
<u>Plains Nomad</u>	<u>Shaman</u>	<u>Seer / Seeress</u>	<u>Cleric</u>

Complete Class List (continued)

Initiate Classes	Veteran Classes		
Sectarian	Cleric	Avenger Elder Healer Iconoclast	Hierarch
	Exemplar High Priest / Priestess	Avenger Healer Maenad	
	Patriarch / Matriarch	Healer Seer / Seeress	
	Shaman Volkhv Priest / Priestess Wise Man / Woman	Avenger Elder Iconoclast	
Squire	Knight-Errant	Knight	Black Knight Champion Green Knight Red Knight White Knight
Ulfhamr	Berserker High Priest / Priestess	Gothi Elder Healer Elder Iconoclast	Hierarch
	Seer / Seeress		
Viking	Berserker	Gothi	Cleric Elder Seer / Seeress Iconoclast
	Zealot	Avenger	
Wab Priest	Cleric Sem Priest / Priestess	Avenger Avenger Healer Iconoclast	Zealot

Pagan Class Descriptions

This section contains descriptions of the various Pagan Classes.

Pagan Initiate Classes

Acolyte

An acolyte is a member of a pagan sect, cult, or religion. As they have not proved themselves yet to be a truly devoted follower, their powers are few and their tasks are many. Nevertheless, the pantheon to which they pledge grants them some power to aid them in proving their worthiness. They are expected to use it wisely in furthering the pantheon's cause. Acolytes, as pious representatives of a pantheon's following, are granted the ability to cast pagan spells from the category of Healing.

Any actions not in line with the teaching preached by the acolyte's religion are treated swiftly and harshly.

Prerequisites

The character must already possess the gift of Pagan Beckoning and must select a culture and a Pagan Pantheon to follow.

Gifts

Casting Pagan Healing Spells, First Aid, Reading and Writing a Common Script

Academic Skills

Reviewed (+1) in: Theology

Martial Proficiencies

Reviewed (+1) in: Using an iconic weapon of their chosen culture.

Pagan Skills

Versed (+2) in: Judgment

Animist

An animist is a pagan priest who has devoted their life to living in harmony with nature. They believe that all animals, plants, trees, and rocks possess their own spirits, and utilize the power of their pagan gods to influence these elements.

All animists are given the power to cast pagan spells from the category of Nature.

Prerequisites

The character must already possess the Pagan Beckoning Gift and select a culture and a Pagan Pantheon to follow.

Gifts

Casting Pagan Nature Spells, First Aid, Swimming, Wilderness Wisdom

Academic Skills

Reviewed (+1) in: Beast Lore, Herb Lore, and choice of one of the following: Desert Lore, Forest Lore, Mountain Lore, Plains Lore, Seafaring Lore, Swamp Lore, Theology

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Daggers (esp. Knife), Using an iconic weapon of their chosen culture.

Pagan Skills

Reviewed (+1) in: Fortune

Trade Skills

Versed (+2) in: Beast Handling
Reviewed (+1) in: Quartering

Demagogue

A demagogue is a disciple of an established religious order. Demagogues are often quick to anger and swift in taking action, especially where the honor of their deities are concerned. Because of their solid convictions and vocal natures, demagogues are often seen as societal and religious leaders.

Any actions not in line with the teaching preached by the demagogue's religion are treated swiftly and harshly.

Prerequisites

The character must already possess the gift of Pagan Beckoning and must select a culture and a Pagan Pantheon to follow.

Gifts

Bullying, Casting Pagan Battle Spells, First Aid, Reading and Writing a Common Script, Taunting

Academic Skills

Reviewed (+1) in: Theology

Pagan Skills

Reviewed (+1) in: Judgment

Martial Proficiencies

Versed (+2) in: Using an iconic weapon of their chosen culture.

Martial Skills

Versed (+2) in: Grappling, Pummeling

Druid

A druid is a priest of the ancient Celtic cults. Druid elders are considered to be among the highest caste in Celtic society, revered for their divinatory powers. Such veterans act as the judges in Celtic legal matters. While initiate druids have yet to prove themselves worthy of such respect, experience, faith, and perseverance will eventually win them the honor of that high status.

All Druids are given the power to cast pagan spells from the category of Nature.

Prerequisites

The character must already possess the gift of Pagan Beckoning and must select a Celtic Pantheon to follow.

Gifts

Casting Pagan Nature Spells, First Aid, Mountain Wisdom, Reading and Writing Greek, Latin, or Ogham Script (choose one), Speaking Brittonic, Gaelic, or Gaulish (choose one), Swimming, Woodland Wisdom, Wilderness Wisdom

Academic Skills

Reviewed (+1) in: Forest Lore, Mountain Lore, Theology

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize Daggers (esp. Knife), Wielding Quarterstaves

Pagan Skills

Versed (+2) in: Fortune

Trade Skills

Reviewed (+1) in: Concocting Herbal Balms, Foraging, Harvesting, Quartering, Riding Equines

Oracle

An Oracle is a priest of an established religion to whom the religion's followers go for advice. Often, a king or general will seek out an oracle before a major battle to determine whether the gods favor one side over another. Nevertheless, the prophecies given by Oracles are sometimes vague or couched in riddle. One famous prediction given to a general seeking advice from an Oracle on whether his army would triumph in an upcoming battle was told merrily that if the general attacked the opposing nation, "a great army will fall." Unfortunately, the general took this as an excellent omen and led his "great army" to ruin. Needless to say, oracles cast spells from the category of Divination.

Any actions not in line with the teaching preached by the Oracle's religion are treated swiftly and harshly.

Prerequisites

The character must already possess the gift of Pagan Beckoning and must select a culture and a Pagan Pantheon

to follow.

Gifts

Casting Pagan Divination Spells, First Aid, Reading and Writing a Common Script, Speaking a Common Language

Academic Skills

Reviewed (+1) in: History, Theology

Pagan Skills

Versed (+2) in: Observance

Martial Weapons

Versed (+2) in: Using an iconic weapon of their chosen culture.

Trade Skills

Reviewed (+1) in: Identifying Concoctions, Identifying Poisons

Sectarian

Sectarians are devoted members of a sect or cult, willing to sacrifice life and wealth for their beliefs. This fanatical loyalty earns them great prestige among their fellow cult members and the favor of their god. Pagan deities bestow upon Sectarians the ability to cast spells from the category of Pandemonium.

Actions not in line with the teaching preached by the Sectarian's cult are treated swiftly and exceedingly harshly.

Prerequisites

The character must already possess the gift of Pagan Beckoning and must select a culture and a Pagan Pantheon to follow.

Gifts

Bullying, Casting Pagan Pandemonium Spells, Concealing Undersize Items, Reading and Writing a Common Script, Taunting

Academic Skills

Reviewed (+1) in: Demon Lore, Theology

Martial Proficiencies

Versed (+2) in: Using an iconic weapon of their chosen culture.

Pagan Skills

Versed (+2) in: Fortune

Trade Skills

Reviewed (+1) in: Tracking

Ulfhamr

An Ulfhamr (meaning “Wolf Shaped”) is a Nordic priest who closely associates themselves with wolves and wolfish characteristics. Ulfhamrs adopt these attributes because they have the greatest respect for the cunning and courage of the wild canines. By adopting these virtues in combat, Ulfhamrs demonstrate an often-frightening relish for conflict. In fact, most Ulfhamrs aspire to the status of berserker.

In battle, Ulfhamrs wear wolf skin cloaks with the wolf heads fashioned into hoods to obscure their identity. With their close scrutiny of the habits of wolves, Ulfhamrs make excellent trainers for wolves and wargs and are often accompanied by one or two.

Because of their devotion to the Nordic gods, Ulfhamrs are given the ability to cast pagan spells from the category of Nature. When they attain sufficient level to cast the priest Nature spell Transformation, they must select this spell. In addition to the forms normally allowed by the spell, an Ulfhamr casting Transformation may shift their form into that of a wolf.

Any actions not in line with the teaching preached by the Ulfhamr's deity are treated swiftly and harshly.

Prerequisites

The character must already possess the gift of Pagan Beckoning and must select a Nordic Pantheon to follow.

Gifts

Bullying, Casting Pagan Nature Spells, First Aid, Reading and Writing Nordic Runes, Speaking Germanic

Academic Skills

Reviewed (+1) in: Theology

Pagan Skills

Reviewed (+1) in: Fortune

Martial Proficiencies

Reviewed (+1) in: Using an iconic weapon of the Nordic culture.

Trade Skills

Versed (+2) in: Training Draft Animals

Reviewed (+1) in: Foraging, Quartering, Rural Stealth

Wab Priest

A wab-priest is a low-ranking priest of the ancient Egyptian temples. They are the temple’s “purifiers.” In other words, they scrub the floors, prepare the food, and wash the garments of the higher-ranking temple priests. Like all Egyptian priests, wab-priests are required to be entirely clean-shaven. This includes more than just the beard and head. Every bit of hair on a wab-priest’s body must be removed. These religious servants are also forbidden to clothe themselves in any form of wool or leather.

Prerequisites

The character must already possess the gift of Pagan Beckoning and must select an Egyptian Pantheon to follow. Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Casting Pagan Harmony Spells, First Aid, Reading and Writing Coptic Script or Hieroglyphics (choose one), Speaking Coptic and Egyptian, Swimming

Academic Skills

Reviewed (+1) in: Theology

Fantasia Skills

Versed (+2) in: Artistry

Martial Proficiencies

Versed (+2) in: Wielding Undersize and Proportional Daggers (esp. Knife)

Reviewed (+1) in: Wielding Khopeshes

Pagan Skills

Reviewed (+1) in: Fortune

Trade Skills

Reviewed (+1) in: Tailoring

Pagan Veteran Classes

Ashipu Priest / Priestess

An ashipu priest is a cleric of the ancient Mesopotamian mythology. It is they who are called upon to exorcise demons and ghosts from the bodies of innocents. The ashipu also have the responsibility to avenge insults to the gods.

Ashipu priests are given the power to cast pagan spells from the categories of Harmony and Wrath.

Prerequisites

The character must already possess the gift of Pagan Beckoning, must select a Pagan Pantheon, and the temple of origin from the Mesopotamian Mythology, and must attain 8th rank in Fortune or Judgment.

Gifts

Casting Pagan Harmony Spells, Casting Pagan Wrath Spells, First Aid, Pontificating, Speaking Aramaic, Swimming, Reading and Writing Aramaic Script or Cuneiform (choose one)

Academic Skills

Versed (+2) in: Theology

Reviewed (+1) in: Etiquette

Eldritch Skills

Specialized (+3) in: Trance

Pagan Skills

Versed (+2) in: Judgment

Reviewed (+1) in: Fortune

Trade Skills

Versed (+2) in: Training Draft Animals

Avenger

An Avenger is a devout religious follower that has sworn to right a great wrong against their faith. Although they are constrained in their actions by their religious beliefs, nothing short of death can sway them from their quest. Money, power, and pleasure are set aside until they have completed their vow. To aid them in their holy quests, their deity bestows upon them the ability to cast pagan spells from the categories of Battle and Divination.

Prerequisites

The character must possess the gift Pagan Beckoning and must have chosen a Pagan Culture and Pantheon to follow. Further, the character must satisfy one of the following:

- 7th rank in either Observance or Judgment
- 8th rank in any iconic weapon of their chosen culture

Finally, the character must accept a holy quest from their temple.

Gifts

Attracting Followers, Bullying, Casting Pagan Battle Spells, Casting Pagan Divination Spells, Defending with Proportional Shield, Pontificating, Raising Morale

Academic Skills

Versed (+2) in: Theology

Martial Proficiencies

Versed (+2) in: Using an iconic weapon of their chosen culture.

Reviewed (+1) in: Wielding Proportional Shields

Martial Skills

Reviewed (+1) in: Disarming Opponents, Grappling, Pummeling

Pagan Skills

Reviewed (+1) in: Judgment, Observance

Trade Skills

Versed (+2) in: Riding Equines, Tracking

Black Knight

A Black Knight is a pagan fighter of great prowess, with a moral code that emphasizes strict enforcement of the law over justice. Their harsh rule occasionally prompts the peasants of their domains to rise up in revolt. But, these insurrections are quickly quashed with iron fists that dissuade any such future disorder. Black Knights gain ranks in Fortune and Judgment, and choose powers from the pagan spell categories of Pandemonium and Battle.

Prerequisites

The character must have attained knighthood (via the Knight class) and 12th rank in wielding any proportional or oversize close-combat weapon. Further, the character must have the gift Pagan Beckoning and must have chosen a Pagan Pantheon to follow. Further, the character must not have gained another colored knight class (Green, Red, White, etc.).

Traits

The character must adopt the Trait “Might makes Right”.

Gifts

Bullying, Casting Pagan Battle Spells, Casting Pagan Pandemonium Spells, Reading and Writing a Common Script, Taunting

Academic Skills

Versed (+2) in: Theology
Reviewed (+1) in: Etiquette

Pagan Skills

Reviewed (+1) in: Fortune, Judgment

Trade Skills

Expert (+4) in: Riding Equines
Reviewed (+1) in: Identifying Poisons

Cleric

Pagan priests who have shown unusual devotion to their religion may get promoted to cleric. A cleric seeks to further the causes of their deity through quests and campaigns. They want to personally enforce the dictates passed down by their god by bringing down the wrath of their god upon dissenters. Their deity sees great promise in their ability and grants them great power and allows them to cast religious Nature and Wrath spells.

Prerequisites

The character must possess the gift of Pagan Beckoning. Further, they must have attained 6th rank in Fortune or Judgment, and 6th rank in using any iconic weapon of their chosen pagan culture.

Gifts

Casting Pagan Nature Spells, Casting Pagan Wrath Spells, Pontificating, Reading and Writing a Common Script, Reading and Writing an Archaic Script, Speaking an Archaic Language

Academic Skills

Versed (+2) in: Theology

Martial Proficiencies

Versed (+2) in: Using an iconic weapon of their chosen culture

Pagan Skills

Versed (+2) in: Judgment
Reviewed (+1) in: Fortune

Elder

When a neophyte has shown their pious nature and proven their devotion to the laws of their deity, their temple may advance them to the position of elder. The main goal of an elder is to sway others into accepting the dictates of their god. They may eventually be given authority over a small parish or temple. Many, however, turn down this offer to spread their religion throughout unknown lands or travel in the aid of the sick, dying, or oppressed.

As the elder has passed the first test of their deity, they have earned additional magical powers. An elder may cast pagan spells in the categories of Healing and Symbol.

Prerequisites

The character possess the gift of Pagan Beckoning and must have attained 6th rank in Judgment or Observance.

Gifts

Casting Pagan Healing Spells, Casting Pagan Symbol Spells, First Aid, Pontificating, Reading and Writing a Common Script, Speaking a Common Language

Academic Skills

Versed (+2) in: Theology

Eldritch Skills

Reviewed (+1) in: Dream Speak

Pagan Skills

Versed (+2) in: Observance
Reviewed (+1) in: Judgment

Trade Skills

Reviewed (+1) in: Herbal Remedy

Exemplar

An Exemplar is a devoted follower of an established religion who has proven their faith to be absolutely pure. Every word spoken and every action taken by an Exemplar is performed with the aim of advancing their religious faith. They will make any sacrifice, even that of their own life, in upholding their beliefs. For their unparalleled devotion, an Exemplar's deity bestows on them the power of casting pagan spells from the categories of Harmony and Symbols.

Prerequisites

The character must possess the gift of Pagan Beckoning, and must attain 12th rank in either Observance or Fortune.

Gifts

Casting Pagan Harmony Spells, Casting Pagan Symbol Spells, Pontificating

Academic Skills

Specialized (+3) in: Theology
Versed (+2) in: Demon Lore

Eldritch Skills

Specialized (+3) in: Trance

Pagan Skills

Specialized (+3) in: Fortune, Observance

Gothi

A Gothi, or godi, is a chieftain and religious leader of the Nordic people and is the highest ranking landholder in their district. As such, the godar are looked upon as dispensers of justice. They preside over both the civil and religious ceremonies that bind the Viking people together. For their service, their chosen god bestows spell-casting ability on these favored followers. Gothi may cast pagan spells from the category of Battle.

Prerequisites

The character must possess the gift of Pagan Beckoning. Further, they must have attained 12th rank in wielding any bladed or oversize hand held weapon and must be a follower of the Nordic Mythology.

Gifts

Arctic Wisdom, Berserking, Casting Pagan Battle Spells, Marine Wisdom, Medieval-Style Fighting, Pontificating, Reading and Writing Nordic Runes, Reduced Encumbrance in Viking Armor, Speaking Germanic, Wilderness Wisdom

Academic Skills

Specialized (+3) in: Theology
Reviewed (+1) in: History, Philosophy

Eldritch Skills

Specialized (+3) in: Trance

Martial Proficiencies

Specialized (+3) in: Wielding Axes, Wielding Viking Swords, Wielding Blunt Weapons

Pagan Skills

Versed (+2) in: Judgment

Green Knight

A Green Knight is a defender of woodlands, farmsteads, prairies, and all that is alive and blooming. A Green Knight stands against any force that corrupts the cycle of life. In particular, Green Knights despise undead and their allies. The actions and traits of a Green Knight are so invaluable to mother nature that she grants them great abilities for their service to their cause. Thus, a Green Knight gains ranks in Fortune and Judgment, and may choose powers from the pagan spell categories of Nature and Battle.

Prerequisites

The character must have attained knighthood (via the Knight class) 12th rank in wielding any proportional or oversize close-combat weapon. Further, the character must have the gift Pagan Beckoning and must have chosen a Pagan Pantheon to follow and train in a temple that promotes life and nature in some way. Further, the character must not have gained another colored knight class (Black, Red, White, etc.).

Traits

The character must adopt the traits "Nature wins in the end".

Gifts

Casting Pagan Battle Spells, Casting Pagan Nature Spells, Reading and Writing a Common Script, Swimming, Woodland Wisdom, Wilderness Wisdom

Academic Skills

Versed (+2) in: Theology
Reviewed (+1) in: Etiquette, Forest Lore

Pagan Skills

Reviewed (+1) in: Fortune, Judgment

Trade Skills

Expert (+4) in: Riding Equines
Reviewed (+1) in: Gardening, Rural Stealth

Healer

A Healer is a priest of an established Pagan religion who heals those sick or injured. These services are not always given free of charge, however. The Oracles of Apollo would charge substantial fees for the privilege of sleeping in one of Apollo's temples, which supposedly had remarkable curative powers. A Healer may cast Pagan spells from the categories of Healing and Divination.

Prerequisites

The character must have attained 4th rank in Observance or Judgment and must possess the gift Pagan Beckoning.

Gifts

Casting Pagan Divination Spells, Casting Pagan Healing Spells, First Aid, Raising Morale

Academic Skills

Versed (+2) in: Theology

Reviewed (+1) in: Herb Lore, Theology

Pagan Skills

Versed (+2) in: Judgment

Reviewed (+1) in: Observance

Trade Skills

Specialized (+3) in: Bloodletting, Concocting Herbal Balms, Herbal Remedy

Versed (+2) in: Foraging, Harvesting, Identifying Poisons

Hierarch

The term "Hierarch" refers to a person of high priestly authority in sacred matters. Of course, the title does not itself imbue the honored Pagan with any divine characteristics, but it underscores the value placed on a temples' most successful and courageous members. Bestowing this title is never taken lightly and must be personally approved by the deity in question (through whatever omens the deity prefers). Few deities have more than one or two Hierarchs at a time.

Even if a Hierarch appears to stray from their deity's chosen path, they will rarely be questioned by their fellow clergymen. Of course, Hierarchs still answer to their god and may be judged harshly if they let their egos get the best of them.

Prerequisites

The character must possess the gift of Pagan Beckoning. The character must also have proven their total devotion to their pagan pantheon in the successful completion of a critical holy quest at great risk to their own life. In this quest, they must have demonstrated tremendous courage and unswerving commitment to their Pantheon's moral dictates. Further, they must satisfy all of the following requirements:

- 14th rank in Fortune, Judgment, or Observance
- 14th rank in wielding any iconic weapon of their chosen culture.
- 10th rank in Theology

Gifts

Reading and Writing a Common Script, Reading and Writing an Archaic Script, Speaking an Archaic Language, Speaking a Common Language

Academic Skills

Expert (+4) in: Theology

Eldritch Skills

Expert (+4) in: Dream Speak

Specialized (+3) in: Otherworld Sojourn, Trance

Martial Proficiencies

Expert (+4) in: Using a single iconic weapon of their chosen culture.

Pagan Skills

Expert (+4) in: choice of Fortune, Judgment, or Observance

High Priest / Priestess

After a Priest has shown their devotion through every test of faith, their deity recognizes them as truly exceptional among their peers. They have faced death without faltering and upheld their god's laws without remorse; proven they would rather lose their life than ignore their religious background. Such wise characters are often granted the title of High Priest. A High Priest may cast pagan Harmony and Ritual spells.

Prerequisites

The character must have completed a holy quest in the service of their deity, must possess the gift of Pagan Beckoning, and must gain 10th rank in Observance or Fortune

Gifts

Casting Pagan Harmony Spells, Casting Pagan Ritual Spells, Pontificating, Reading and Writing a Common Script

Academic Skills

Specialized (+3) in: Theology

Reviewed (+1) in: Demon Lore

Eldritch Skills

Specialized (+3) in: Dream Speak

Versed (+2) in: Trance

Reviewed (+1) in: Otherworld Sojourn

Pagan Skills

Specialized (+3) in: Observance

Versed (+2) in: Fortune

Iconoclast

An Iconoclast is a character who harbors an intense disdain for some established dogma or convention of their own religion. They believe these practices distract the worshiper from concentrating on their god's true desires and dictates. They will do whatever is necessary to alter their religion's course back to the one, true path. Often, this involves seeking out long forgotten sacred scriptures and artifacts to support their pronouncements. At times, it means destroying the very altars, icons, and holy sites venerated by the wayward worshipers of their own faith. For their religious fervor, an Iconoclast's deity gives them the power to cast pagan spells from the categories of Ritual and Wrath.

Prerequisites

The character must possess the gift of Pagan Beckoning, and must accept a holy quest from their Pagan Pantheon to change some religious practice of their faith. Finally, they must satisfy the following requirements:

- 8th rank in Observance or Judgment
- 8th rank in wielding any iconic weapon of their chosen culture

Gifts

Attracting Followers, Bullying, Casting Pagan Ritual Spells, Casting Pagan Wrath Spells, Reading and Writing an Archaic Script, Reading and Writing a Common Script, Taunting

Academic Skills

Versed (+2) in: Theology
Reviewed (+1) in: Demon Lore

Martial Proficiencies

Specialized (+3) in: Using a single iconic weapon of their chosen culture.

Pagan Skills

Specialized (+3) in: Judgment
Reviewed (+1) in: Observance

Maenad

Maenads are Greek "wild women." They are pagan priestesses of Dionysus (or the Roman Bacchus), god of wine and revelry. As such, they often hold raucous parties and orgies of wine drinking and dancing. For their devotion, Dionysus allows them to cast spells from the categories of Battle and Nature.

Maenads carry long staffs topped with vines, known as thyrsos and crown their heads with snake skins. They generally wear panther skins, since Dionysus reveres the wild cat as the world's most excitable creature.

Prerequisites

The character must be female, must be a member of the Greco-Roman culture, and must have attained 6th rank in Fortune or Judgment. Further, they must possess the gifts of both Fantasia Beckoning and Pagan Beckoning.

Gifts

Casting Pagan Battle Spells, Casting Pagan Nature Spells, Dancing, Holding Liquor, Reading and Writing Greek Script, Speaking Greek or Latin (choose one), Taunting, Virtuoso with Pipes

Academic Skills

Versed (+2) in: Theology

Eldritch Skills

Versed (+2) in: Trance

Fantasia Skills

Specialized (+3) in: Playing Woodwind Instruments
Reviewed (+1) in: Music

Martial Proficiencies

Versed (+2) in: Wielding Quarterstaves, Throwing Spears

Martial Skills

Specialized (+3) in: Grappling

Pagan Skills

Versed (+2) in: Fortune, Judgment

Trade Skills

Reviewed (+1) in: Quartering, Rural Stealth

Patriarch / Matriarch

When a pagan priest or priestess has shown that their devotion to their deity is far above those of even the most faithful followers, their deity rewards them with spells of awesome power. They gain the ability to cast Battle and Wrath pagan spells. They are instructed to use the powers in protecting their faith from corruption and evil.

Prerequisites

The character must possess the gift Pagan Beckoning, must complete a major quest in aid to their Pagan Pantheon, and must have attained 11th rank in Judgment and 8th rank in either Demon Lore or Theology.

Gifts

Attracting Followers, Casting Pagan Battle Spells, Casting Pagan Wrath Spells

Academic Skills

Specialized (+3) in: Demon Lore, Theology

Eldritch Skills

Specialized (+3) in: Dream Speak

Reviewed (+1) in: Otherworld Sojourn

Martial Proficiencies

Versed (+2) in: Using an iconic weapon of their chosen culture.

Pagan Skills

Expert (+4) in: Judgment

Pythian Priest / Priestess

A pythia is a pagan cleric of the ancient Greek mythology. They are great advocates of athletic competition and heroic games. In fact, the Pythian games may have been the precursors to the more famous Olympian games.

The most famous Pythian priests lived at Apollo's temple in Delphi. Travelers from many lands would trek to Delphi to hear their wise prophecies. One such general was said to inquire about their army's fortune in an upcoming battle. The pythia made their proclamation: "If you cross the river, a great army will fall." Taking this as an excellent omen, the general immediately set about his conquest and forded the river in question. Unfortunately, it was not his enemy's great army that fell on that day. It was his own.

Pythian priests are given the power to cast pagan spells from the categories of Divination and Harmony.

Prerequisites

The character must possess the gift Pagan Beckoning, must be a follower of the Greco-Roman Mythology, and must have attained 5th rank in Observance or Fortune.

Gifts

Casting Pagan Divination Spells, Casting Pagan Harmony Spells, Long Jumping, Reading and Writing Greek Script, Speaking Greek or Latin (choose one), Swimming, Tumbling

Academic Skills

Versed (+2) in: Theology

Eldritch Skills

Versed (+2) in: Trance

Martial Proficiencies

Versed (+2) in: Throwing Proportional Spears (esp. Javelin)

Martial Skills

Reviewed (+1) in: Grappling

Pagan Skills

Versed(+2) in: Observance

Reviewed(+1) in: Fortune

Red Knight

A Red Knight is a defender of ancestral pagan lands. They stand against any force that dares to trespass on sacred grounds, and woe be to anyone desecrating a temple. The actions of a Red Knight are so invaluable to a particular pagan pantheon, that the gods grant them wondrous abilities for their service to their cause. Thus, a Red Knight gains ranks in Judgment, and may choose powers from the pagan spell categories of Wrath and Battle.

Prerequisites

The character must have attained knighthood (via the Knighthood class) and 12th rank in wielding any Proportional or Oversize Close-Combat Weapon. Further, they must have the gift Pagan Beckoning and must have chosen a Pagan Pantheon to follow. Further, the character must not have gained another colored knight class (Black, Green, White, etc.)

Traits

The character must adopt the Trait “Infidels defile sacred grounds”.

Gifts

Casting Pagan Battle Spells, Casting Pagan Wrath Spells, Pontificating, Reading and Writing a Common Script, Reading and Writing an Archaic Script, Speaking an Archaic Language

Academic Skills

Versed (+2) in: Theology

Reviewed (+1) in: Etiquette, History

Martial Skills

Reviewed (+1) in: Grappling

Pagan Skills

Versed (+2) in: Judgment

Trade Skills

Expert (+4) in: Riding Equines

Seer / Seeress

Whenever a pagan god needs to direct their flock of worshipers, they reveal their instructions to one of their own select group of seers. In turn, the seer loudly proclaims their god's commandments and predictions to all their followers. A god's followers must have absolute trust in their seers when a god reveals vital commandments. To insure this, the god gives their seers the power to answer questions posed by the god's followers in more mundane matters. By building a history of fulfilled prophecies, a seer gains the trust and respect of their people. Thus, their deity bestows on them the power to cast pagan spells from the categories of Divination and Harmony.

Prerequisites

The character must possess the gift Pagan Beckoning and must have attained 12th rank in Observance or Fortune.

Gifts

Attracting Followers, Casting Pagan Divination Spells, Casting Pagan Harmony Spells, First Aid, Reading and Writing a Common Script, Reading and Writing an Archaic Script

Academic Skills

Specialized (+1) in: History, Theology

Eldritch Skills

Specialized (+3) in: Theology, Trance

Versed (+2) in: Dream Speak

Pagan Skills

Specialized (+3) in: Observance

Versed (+2) in: Fortune

Sem Priest / Priestess

A sem-priest is a cleric of the ancient Egyptian temples. As are all Egyptian priests, sem-priests are required to be entirely clean-shaven. This includes not only the beard and head, but every bit of hair on a sem-priest's body must be removed. Despite the restrictions normally placed on the Egyptian priesthood regarding leather garments, sem-priests usually clothe themselves in the skins of leopards. They often wield daggers, known as netjeri blades, which are fashioned from meteoric iron.

Sem-priests are given the power to cast pagan spells from the categories of Pandemonium and Symbol.

Prerequisites

The character must possess the gift Pagan Beckoning, must be a follower of the Egyptian Mythology, and must have attained 5th rank in Observance or Fortune.

Gifts

Casting Pagan Pandemonium Spells, Casting Pagan Symbol Spells, Reading and Writing Coptic Script or Hieroglyphics (choose one), Speaking Egyptian

Academic Skills

Versed (+2) in: Theology

Eldritch Skills

Versed (+2) in: Trance

Martial Proficiencies

Specialized (+3) in: Wielding Undersize and Proportional Daggers (esp. Knife)

Versed (+2) in: Wielding Proportional Khopeshes

Pagan Skills

Versed (+2) in: Observance, Fortune

Trade Skills

Versed (+2) in: Tailoring

Reviewed (+1) in: Training Draft Animals, Finding Secret Stuff, Quartering, Setting Structural Traps

Shaman

Also known as witchdoctors and medicine men, shamens care for the spiritual and physical health of barbarian tribes. A shaman, able to speak with the spirits, performs their magic by commanding evil to flee and good to remain. Faithful to the pure intentions of good spirits, they beseech them to heal wounded tribesmen or to bring rain. By banishing the evil spirits lurking in the bodies of the sick and dying, they restore them to health. Needless to say, tribes regard their witchdoctors among the most worthy of tribesmen. A shaman may cast pagan spells in the Healing and Nature categories.

Prerequisites

The character must possess the gift Pagan Beckoning, must be a followers of the Celtic or Slavic Mythologies, must complete a major holy quest for their deity, and must satisfy all of the following groups of requirements:

- 7th rank in any iconic weapon of their chosen culture
- 6th rank in either Covering Tracks or Concocting Herbal Balms

Gifts

Casting Pagan Healing Spells, Casting Pagan Nature Spells

Academic Skills

Specialized (+3) in: Ghost Lore

Versed (+2) in: Herb Lore, Theology

Eldritch Skills

Reviewed (+1) in: Trance

Pagan Skills

Reviewed (+1) in: Fortune, Judgment

Trade Skills

Versed (+2) in: Bone Working, Concocting Herbal Balms, Foraging, Herbal Remedy

Volkhv Priest / Priestess

A volkhv priest is a cleric of the ancient Slavic mythology. As the Slav religion is highly primitive, its priests are highly versed in the faery folklore of the common peasantry. In fact, the Slavonic religion is a barely disguised folklore itself.

Slavonic lore holds horses in high regard. Volkhv priests are renowned for the training they give to war steeds.

Volkhv priests are given the power to cast pagan spells from the categories of Battle and Nature.

Prerequisites

The character must possess the gift of Pagan Beckoning, must be a follower of the Slavic religion, and must have attained 6th rank in Fortune or Judgment.

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Casting Pagan Battle Spells, Casting Pagan Nature Spells, Reading and Writing Cyrillic Script, Speaking Slavic

Academic Skills

Versed (+2) in: Faery Lore, Theology

Eldritch Skills

Versed (+2) in: Trance

Fantasia Skills

Reviewed (+1) in: Sculpting Wood

Martial Proficiencies

Versed (+2) in: Shooting Bows

Martial Skills

Reviewed (+1) in: Disarming Opponents

Pagan Skills

Reviewed (+1) in: Fortune, Judgment

Trade Skills

Specialized (+3) in: Training Equine-like Creatures, Riding Equines, Riding Equine-like Mounts, Husbandry

Reviewed (+1) in: Foraging, Stone Working

White Knight

A white knight is a holy pagan knight who seeks out evil to combat. When faced with impossible odds, a white knight bravely trusts in the righteousness of their cause and strictly follows the holy laws passed down from the pantheon of pagan gods they follow. To aid these devoted followers, the gods grant them magical pagan powers. They may choose spells from the categories of Battle and Healing. In return, the deities expect white knights to use most of the treasure they acquire to aid the poor and strengthen the faith of the pantheon's followers.

Prerequisites

Further, the character must have the gift Pagan Beckoning and must have chosen a Pagan Pantheon to follow. Further, they must have completed a major holy quest for their Pantheon, obtained knighthood (via the Knight class) and attained and 12th rank in any proportional or oversize close combat weapon. Finally, the character must not have gained another colored knight class (Black, Green, Red, etc.).

Traits

The character must adopt the Trait "Good always triumphs over Evil".

Gifts

Casting Pagan Battle Spells, Casting Pagan Healing Spells, First Aid, Reading and Writing a Common Script

Academic Skills

Versed (+2) in: Theology

Reviewed (+1) in: Etiquette

Martial Skills

Specialized (+3) in: Maneuvering

Reviewed (+1) in: Disarming Opponents

Pagan Skills

Versed (+2) in: Judgment

Trade Skills

Expert (+4) in: Riding Equines

Wise Man / Woman

Wise men study the logic of nature and the validity of various philosophies. As they spend so much of their time simply asking "what if?", a wise man rarely finds themselves lacking a thoughtful answer to the normally shallow questions posed him. This wisdom, though, never inflates their ego. The more they learn, the more they discover hidden questions for which they have no answer. As these unusual individuals come more in touch with their surrounding universe, the power they have over it increases. Many choose to follow the teachings of deities from which they realize they can learn much. A wise man may cast Pagan spells from the categories of Divination and Nature.

Prerequisites

The character must possess the gift Pagan Beckoning and must satisfy the following groups of requirements:

- 8th rank in Observance or Fortune
- 8th rank in Concocting Herbal Balms, Herbal Remedy, or Mending

Gifts

Casting Pagan Divination Spells, Casting Pagan Nature Spells, First Aid, Reading and Writing a Common Script

Academic Skills

Versed (+2) in: Demon Lore, Theology

Eldritch Skills

Specialized (+3) in: Trance

Pagan Skills

Versed (+2) in: Observance, Fortune

Trade Skills

Versed (+2) in: Concocting Herbal Balms, Herbal Remedy, Mending

Zealot

Zealots are fanatical pagan priests who espouse the virtues of their favored pagan pantheon, both verbally and with writings. They will go to almost any length to convert followers, including threats and intimidation. When a particularly desirable potential convert refuses to see the righteousness of their pantheon's teachings, a zealot is not above using magical means to force a conversion. Zealots cast pagan spells from the categories of Pandemonium and Symbols.

Prerequisites

The character must possess the gift Pagan Beckoning and must have attained 5th rank in Observance or Fortune.

Gifts

Beguiling, Bullying, Casting Pagan Pandemonium Spells, Casting Pagan Symbol Spells, Pontificating, Reading and Writing a Common Script, Sign Language, Taunting

Academic Skills

Versed (+2) in: Demon Lore, Theology

Eldritch Skills

Versed (+2) in: Trance

Martial Proficiencies

Versed (+2) in: Using an iconic weapon of their chosen culture.

Martial Skills

Versed (+2) in: Strong-Arming

Pagan Skills

Versed (+2) in: Observance, Fortune

Trade Skills

Reviewed (+1) in: Brainwashing

Pagan Skill Domain

Paganism is the practice of worshipping pagan gods. That is, a pagan is a person who holds the belief that the world is controlled by a pantheon of deities, each of which has dominion over one or more aspects of daily life. While some gods control the weather, earthquakes, and death, others control passion, hatred, anger, and duty.

The following table provides a general overview of Mythmagica’s Pagan Domain skill hierarchy. The table has the Pagan Root Skills on the left. Skills defaulting to a Root Skill are listed in the two columns to its right. The capabilities of any derived skill may be provided by a more general skill from which it is derived, either directly or

indirectly. Root skills are the most general type of skill, and do not default to anything.

Skill Domains	Root Skills
Pagan	Fortune
	Judgment
	Observance
	Trance

Pagan Skills

Pagan priests are able to perform various magical spells by spending Setback. The potency of their spells depend on the strength of their beliefs, which is reflected in the Pagan Disciplines of Fortune, Judgment, and Observance.

Fortune

Prerequisites: This discipline can only be obtained by gaining a class that grants it.

Description: Fortune is a pagan discipline that grants a Pagan priest the ability to cast pagan spells from one or more of the pagan spell categories of Pandemonium, Nature, and Harmony. To cast spells from any of these categories, the character must also possess the gift of Casting Pagan Pandemonium Spells, Casting Pagan Nature Spells, and/or Casting Pagan Harmony Spells.

Defaults To: None

Base: 16

Ability Type: Utilitarian

Action Time: Variable

Affected Target: Variable.

Range: Variable

Preparation: Variable.

Duration: Variable.

Other Details: A Pagan Priest may cast a spell as many times as desired as long as they have sufficient Setback points to do so. See the individual Pagan spell for details on Duration, Range, Affected Target, etc.

Judgment

Prerequisites: This discipline can only be obtained by gaining a class that grants it.

Description: Judgment is a discipline that grants a Pagan priest the ability to cast pagan spells from one or more of the pagan spell categories of Battle, Healing, and Wrath. To cast spells from any of these categories, the character must also possess the gift of Casting Pagan Battle Spells, Casting Pagan Healing Spells, and/or Casting Pagan Wrath Spells.

Ability Type: Lethal Force

Defaults To: None

Base: 16

Preparation: Variable

Action Time: Variable

Affected Target: Variable

Range: Variable

Duration: Variable

Other Details: A Pagan Priest may cast a spell as many times as desired as long as they have sufficient Setback points to do so. See the individual Pagan spell for details on Duration, Range, Affected Target, etc.

Observance

Prerequisites: This discipline can only be obtained by gaining a class that grants it.

Description: Observance is a discipline that grants a Pagan priest the ability to cast pagan spells from one or more of the pagan spell categories of Divination, Ritual, and Symbol. To cast spells from any of these categories, the character must also possess the gift of Casting Pagan Divination Spells, Casting Pagan Ritual Spells, and/or Casting Pagan Symbol Spells.

Defaults To: None *Base:* 16

Ability Type: Utilitarian *Action Time:* Variable

Affected Target: Variable *Range:* Variable

Preparation: Variable *Duration:* Variable

Other Details: A Pagan Priest may cast a spell as many times as desired as long as they have sufficient Setback points to do so. See the individual Pagan spell for details on Duration, Range, Affected Target, etc.

Pagan Spells

In all pagan spells, the spell-casters are referred to as pagans, pagan priests, or simply as priest. A pagan priest is basically any character possessing one or more of the Pagan

Disciplines of Observance, Fortune, and Judgment. Any such character may obtain a pagan spell provided it follows the dictates of their god and they satisfy all of the requirements specified in the spell description. Of course, they can use the spell only by expending the appropriate number of Setback points.

Pagan Spell Tables

Battle Spell Tables

Battle Spell Requirements

Battle Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Dedicate Weapon</u>	–	Judgment: 1
<u>Ishtar's Lion Steed</u>	Mesopotamian	Judgment: 1
<u>Heighten Natural Ward</u>	–	Judgment: 2
<u>Stone Fist</u>	–	Judgment: 3
<u>Tyr's Unflinching Courage</u>	Nordic	Judgment: 3
<u>Exalt Brawling</u>	–	Judgment: 4
<u>Exalt Disarming</u>	–	Judgment: 4
<u>Exalt Maneuvering</u>	–	Judgment: 4
<u>Fortitude</u>	–	Judgment: 4
<u>Battle Charge</u>	–	Judgment: 5
<u>Dagda's Cruel Club</u>	Celtic	Judgment: 5
<u>Blow Back</u>	–	Judgment: 6
<u>Forseti's Golden Axe</u>	Nordic	Judgment: 6
<u>Heighten Agility</u>	–	Judgment: 6
<u>Heighten Strength</u>	–	Judgment: 6
<u>Repair Armor</u>	–	Judgment: 6
<u>Artemis's Biased Quiver</u>	Greco-Roman	Judgment: 7
<u>Battle Rage</u>	–	Judgment: 7
<u>Calioppe's Bardic Tale</u>	Greco-Roman	Judgment: 7
<u>Esus's Bloody Carnage</u>	Celtic	Judgment: 7
<u>Extend Weapon Reach</u>	–	Judgment: 7
<u>Bountiful Bandolier</u>	–	Judgment: 8
<u>Copious Quiver</u>	–	Judgment: 8
<u>Marduk's Blade of Dragon Slaying</u>	Mesopotamian	Judgment: 8
<u>Plentiful Pellet Pouch</u>	–	Judgment: 8
<u>Returning Weapon</u>	–	Judgment: 8
<u>Dancing Defender</u>	–	Judgment: 9
<u>Fettering Spiked Iron Balls</u>	–	Judgment: 9

Battle Spell Requirements

Battle Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Dedicate Dire Unworldly Weapon</u>	–	Judgment: 10
<u>Trumpet of Ragnarok</u>	Nordic	Judgment: 10
<u>Ward against Normal Missiles</u>	–	Judgment: 10
<hr/>		
<u>Aid against Melee Weapons</u>	–	Judgment: 11
<u>Aid against Range Weapons</u>	–	Judgment: 11
<u>Ares's Eager Spear</u>	Greco-Roman	Judgment: 11
<u>Battle Frenzy of Cuchulainn</u>	Celtic	Judgment: 11
<hr/>		
<u>Thor's Thundering Hammer</u>	Nordic	Judgment: 13
<u>Trumpet of Doom</u>	–	Judgment: 13

Battle Spell Properties

Battle Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Aid against Melee Weapons</u>	SB	1A	V	1 Creature	Opportune+ Willing	Touch	SB
<u>Aid against Range Weapons</u>	SB	1A	V	1 Creature	Opportune+ Willing	Touch	SB
<u>Ares's Eager Spear</u>	4	1A	VGM	1 Spear	Proximate	Touch	N/A
<u>Artemis's Biased Quiver</u>	6	1M	VG	1 Arrow/R	SB	Touch	None
<u>Battle Charge</u>	8	1A	V	SB	1 Move	40'	N/A
<u>Battle Frenzy of Cuchulainn</u>	6	1A	VG	Caster; 10' radius	1T/R	0'	N/A
<u>Battle Rage</u>	4	1A	VG	Caster	2T/R	0'	N/A
<u>Blow Back</u>	4	1A	G	5' radius	Inst.	0'	Neg.
<u>Bountiful Bandolier</u>	4	1A	GM	1 Bandolier	Proximate	Touch	N/A
<u>Caliope's Bardic Tale</u>	6	1M	V	1 Individual/3R	Proximate	40'	N/A
<u>Copious Quiver</u>	4	1A	GM	1 Quiver	Proximate	Touch	N/A
<u>Dagda's Cruel Club</u>	4	1A	VG	1 Club	Proximate	Touch	N/A
<u>Dancing Defender</u>	4	1A	GM	1 Weapon	Maelstrom	Touch	N/A
<u>Dedicate Dire Unworldly Weapon</u>	4	1A	VG	1 Weapon	Maelstrom	Touch	N/A
<u>Dedicate Weapon</u>	4	1A	VG	1 Weapon	Proximate	Touch	N/A
<u>Esus's Bloody Carnage</u>	4	1A	V	Caster	1T/R	0'	N/A
<u>Exalt Brawling</u>	SB	1A	VG	1 Creature	Opportune+ Willing	Touch	SB
<u>Exalt Disarming</u>	SB	1A	VG	1 Creature	Opportune+ Willing	Touch	SB
<u>Exalt Maneuvering</u>	SB	1A	VG	1 Creature	Opportune+ Willing	Touch	SB
<u>Extend Weapon Reach</u>	4	1A	VG	1 Weapon	Proximate	Touch	N/A
<u>Fettering Spiked Iron Balls</u>	4	1A	VM	1 Ball&Chain	Proximate	Touch	None
<u>Forseti's Golden Axe</u>	4	1A	V	1 Axe	Proximate	Touch	None
<u>Fortitude</u>	4	1A	V	1 Creature	Proximate	Touch	N/A
<u>Heighten Agility</u>	SB	1A	VG	1 Creature	Opportune+ Willing	Touch	N/A
<u>Heighten Natural Ward</u>	4	1A	VGM	Caster	Persistent	0'	N/A
<u>Heighten Strength</u>	SB	1A	VG	1 Creature	Opportune+ Willing	Touch	N/A
<u>Ishtar's Lion Steed</u>	4	1A	VG	1 Lion	Proximate	Touch	N/A

Battle Spell Properties

Battle Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Marduk's Blade of Dragon Slaying</u>	4	1A	V	1 Weapon	Proximate	Touch	None
<u>Plentiful Pellet Pouch</u>	4	1A	GM	1 Pouch	Proximate	Touch	N/A
<u>Repair Armor</u>	4	1A	VG	1 Armor	Inst.	Touch	N/A
<u>Returning Weapon</u>	4	1A	VGM	1 Weapon	Proximate	Touch	N/A
<u>Stone Fist</u>	4	1A	G	Caster	Persistent	0'	SB
<u>Thor's Thundering Hammer</u>	4	1A	VGM	1 Hammer	Maelstrom	Touch	N/A
<u>Trumpet of Doom</u>	10	1A	GM	40' radius	SB	0'	Negates
<u>Trumpet of Ragnarok</u>	10	1A	VG	SB	SB	SB	N/A
<u>Tyr's Unflinching Courage</u>	5	1A	VG	1 Creature	Proximate	80'	None
<u>Ward against Normal Missiles</u>	4	1A	VG	1 Creature	Proximate	Touch	N/A

Divination Spell Tables

Divination Spell Requirements

Divination Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Bolster Disbelief</u>	–	Observance: 1
<u>Magic Sight</u>	–	Observance: 1
<u>Reveal Qualified Powers</u>	–	Observance: 1
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<u>Augury</u>	–	Observance: 2
<u>Empathy</u>	–	Observance: 2
<hr/>		
<u>Elicit Day Vision</u>	–	Observance: 3
<u>Elicit Keen Hearing</u>	–	Observance: 3
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<u>Cognizance</u>	–	Observance: 4
<u>Elicit Keen Smelling</u>	–	Observance: 4
<u>Elicit Motion Sensitivity</u>	–	Observance: 4
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<u>Alvis's Insightful Phrase</u>	Nordic	Observance: 5
<u>Atoning Guidance</u>	–	Observance: 5
<u>Death Perception</u>	–	Observance: 5
<u>Elicit Heat Vision</u>	–	Observance: 5
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<u>Elicit Night Vision</u>	–	Observance: 6
<u>Heighten Perception</u>	–	Observance: 6
<u>Urania's Precognition of Luck</u>	Greco-Roman	Observance: 6
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<u>Odin's Premonition of Battle</u>	Nordic	Observance: 7
<u>Reveal Curse</u>	–	Observance: 7
<u>Reveal Invisibility</u>	–	Observance: 7
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<u>Foresight</u>	–	Observance: 8
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<u>Bastet's Cat Eyes</u>	Egyptian	Observance: 9
<u>Elicit Dark Vision</u>	–	Observance: 9
<u>Elicit Echolocation</u>	–	Observance: 9
<u>Hera's Peacock Feathers</u>	Greco-Roman	Observance: 9
<u>Nannar's Turban of Night Vision</u>	Mesopotamian	Observance: 9

Divination Spell Requirements

Divination Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Elicit Astral Sense</u>	–	Observance: 10
<u>Eye of the Graeae Witches</u> <u>Gemstone of Sagacity</u>	Greco-Roman –	Observance: 11 Observance: 11
<u>Mimir's Farseeing Reflection</u>	Nordic	Observance: 14
<u>Commune</u>	–	Observance: 15

Divination Spell Properties

Divination Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Alvis's Insightful Phrase</u>	6	1M	V	1 Item	Inst.	Touch	None
<u>Atoning Guidance</u>	6	1M	V	1 Individual	Inst.	Touch	None
<u>Augury</u>	6	1M	VG	Caster	Inst.	0'	None
<u>Bastet's Cat Eyes</u>	4	1A	G	1 Creature	Proximate	0'	N/A
<u>Bolster Disbelief</u>	4	1A	VG	Caster	Persistent	0'	None
<u>Cognizance</u>	4	1A	VG	Caster	Persistent	0'	None
<u>Commune</u>	2/M	1M	VGM	Caster	SB	0'	None
<u>Death Perception</u>	4	1A	VG	Caster	Persistent	10'/R	None
<u>Elicit Astral Sense</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Dark Vision</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Day Vision</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Echolocation</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Heat Vision</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Keen Hearing</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Keen Smelling</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Motion Sensitivity</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Elicit Night Vision</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Empathy</u>	4	1A	VG	Caster; SB	Persistent	80'	None
<u>Eye of the Graeae Witches</u>	10	5M	VGM	1 Gem; SB	Proximate	Touch; SB	N/A
<u>Foresight</u>	6	1M	VGM	Caster	Inst.	0'	None
<u>Gemstone of Sagacity</u>	22	8H	V	1 Gemstone	Enduring	Touch	N/A
<u>Heighten Perception</u>	SB	1A	V	1 Creature	Opportune + Willing	Touch	N/A
<u>Hera's Peacock Feathers</u>	6	8H	VGM	SB	Perm.	Touch	N/A
<u>Magic Sight</u>	4	1A	VG	Caster	Persistent	40'	None
<u>Mimir's Farseeing Reflection</u>	6	5M	VGM	SB	Proximate	None	SB
<u>Nannar's Turban of Night Vision</u>	22	8H	VM	1 Turban	Enduring	Touch	N/A
<u>Odin's Premonition of Battle</u>	6	1M	VG	1 Creature	SB	20'	N/A
<u>Reveal Curse</u>	5	1A	VG	1 Item or Creature	Instant	80'	None
<u>Reveal Invisibility</u>	4	1A	G	Caster	Persistent	40'	None
<u>Reveal Qualified Powers</u>	2/M	1M	VG	1 Item	Fixated	Touch	None
<u>Urania's Precognition of Luck</u>	6	1M	VG	1 Creature	SB	20'	N/A

Harmony Spell Tables**Harmony Spell Requirements**

Harmony Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Delay Spell</u>	–	Fortune: 1
<u>Terpsicore's Graceful Dance</u>	Greco-Roman	Fortune: 1
<u>Walk on Water</u>	–	Fortune: 1
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<u>Fleet Foot</u>	–	Fortune: 2
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<u>Enki's Water Jug</u>	Mesopotamian	Fortune: 3
<u>Godspeed</u>	–	Fortune: 3
<u>Lludd's Silver Hand</u>	Celtic	Fortune: 3
<u>Nereid's Shell</u>	Greco-Roman	Fortune: 3
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<u>Enki's Aquatic Form Prayer</u>	Mesopotamian	Fortune: 4
	–	Fortune: 4
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<u>Balder's Beauty</u>	Nordic	Fortune: 5
<u>Poseidon's Trident</u>	Greco-Roman	Fortune: 5
<u>Purify Dire Beatific Weapon</u>	–	Fortune: 5
<u>Speak in Tongues</u>	–	Fortune: 5
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<u>Blinding Aura</u>	–	Fortune: 6
<u>Propel Boat</u>	–	Fortune: 6
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<u>Animate Prosthesis</u>	–	Fortune: 7
<u>Govannon's Beer</u>	Celtic	Fortune: 7
<u>Heimdall's Rainbow Bridge</u>	Nordic	Fortune: 7
<u>Numinous Gleam</u>	–	Fortune: 7
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<u>Sanctorium</u>	–	Fortune: 8
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<u>Consecrate Pearl of Fortune</u>	–	Fortune: 9
<u>Dazhbog's Heavenly Messenger</u>	Slavic	Fortune: 9
<u>Resist Flame</u>	–	Fortune: 9
<u>Wing Foot</u>	Celtic/Greco-Roman	Fortune: 9
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<u>Ninhursag's Nourishing Milk</u>	Mesopotamian	Fortune: 10
<u>Osiris's Sandy Sea</u>	Egyptian	Fortune: 10
<u>Preternatural Halo</u>	–	Fortune: 10
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<u>Hephaestos's Fiery Hammer</u>	Greco-Roman	Fortune: 11
<u>Nut's Heavenly Gown</u>	Egyptian	Fortune: 11
<u>Restore Flesh</u>	–	Fortune: 11
<u>Righteous Gleam</u>	–	Fortune: 11
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<u>Anu's Way</u>	Mesopotamian	Fortune: 12
<u>Splendorous Fire</u>	–	Fortune: 12
<u>Wings of Icarus / Isis</u>	Greco-Roman / Egyptian	Fortune: 12
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<u>Dana's Faery Knoll</u>	Celtic	Fortune: 15
<u>Ra's Golden Barque</u>	Egyptian	Fortune: 15

Harmony Spell Properties

Harmony Spell	Setback Cost	Action Time	Cast Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Animate Prosthesis</u>	22	8H	VGM	1 Prosthesis	Enduring	Touch	N/A
<u>Anu's Way</u>	14	20M	V	1 Creature/R	Proximate	Touch	N/A
<u>Balder's Beauty</u>	SB	1A	G	Caster	Opportune+ Willing	0'	N/A
<u>Blinding Aura</u>	6	1A	V	10' radius	Maelstrom	0'	None
<u>Consecrate Pearl of Fortune</u>	22	8H	VGM	1 Pearl	Enduring	Touch	N/A
<u>Dana's Faery Knoll</u>	10	1A	V	SB	1 Day/2R	80'	N/A
<u>Dazhbog's Heavenly Messenger</u>	6	1M	V	SB	SB	Kingdom	N/A
<u>Delay Spell</u>	14	20M	VGM	SB	SB	Touch; SB	N/A
<u>Enki's Aquatic Form</u>	4	1A	VG	1 Humanoid	SB	Touch	N/A
<u>Enki's Water Jug</u>	22	1H	VGM	1 Jug	Proximate	Touch	N/A
<u>Fleet Foot</u>	4	1A	VG	1 Creature	Proximate	0'	N/A
<u>Godspeed</u>	2	1A	VG	1 Creature	Proximate	Touch	N/A
<u>Govannon's Beer</u>	10	5M	VGM	1 Mug of Beer	SB	Touch	N/A
<u>Heimdall's Rainbow Bridge</u>	8	1A	G	SB	Proximate	Touch	N/A
<u>Hephaestus's Fiery Hammer</u>	4	1A	VGM	1 Hammer	Proximate	Touch	None
<u>Lludd's Silver Hand</u>	4	1A	VG	SB	Proximate; Brittle	40'	SB
<u>Nereid's Shell</u>	4	1A	GM	1 Shell	Proximate	80'	N/A
<u>Ninhursag's Nourishing Milk</u>	14	20M	G	1 Vial	SB	Touch	N/A
<u>Numinous Gleam</u>	5	1AA	VG	20' cone.	Instant	0'	1/2
<u>Nut's Heavenly Gown</u>	4	1A	VG	Caster	Persistent	0'	N/A
<u>Osiris's Sandy Sea</u>	6	1A	VGM	SB	Proximate	Touch	N/A
<u>Poseidon's Trident</u>	4	1A	GM	1 Trident	Proximate	Touch	N/A
<u>Prayer</u>	variable	variable	SB	variable	SB	SB	SB
<u>Preternatural Halo</u>	6	1A	V	10' radius	Persistent	0'	None
<u>Propel Boat</u>	6	1A	VGM	SB	Proximate	Touch	N/A
<u>Ra's Golden Barque</u>	6	1A	V	SB	SB	0'	N/A
<u>Resist Flame</u>	4	1A	V	1 Creature	Proximate	Touch	N/A
<u>Restore Flesh</u>	22	1H	VG	1 Creature	Genesis	Touch	N/A
<u>Righteous Gleam</u>	6	1AA	VG	40' cone.	Instant	0'	1/2
<u>Purify Dire Beatific Weapon</u>	SB	1A	VG	1 Weapon	Opportune	Touch	N/A
<u>Sanctorium</u>	5	1A	G	10' Cube	Proximate	40'	None
<u>Speak in Tongues</u>	4	1A	V	Caster	Persistent	SB	N/A
<u>Splendorous Fire</u>	6	1AA	VG	10' radius	Proximate	40'	1/2
<u>Terpsicore's Graceful Dance</u>	4	1A	G	Caster	Persistent	0'	N/A
<u>Walk on Water</u>	4	1A	G	Caster	Persistent	0'	N/A
<u>Wing Foot</u>	4	1A	G	Caster	Travel & Fixated	0'	N/A
<u>Wings of Icarus / Isis</u>	4	1A	G	Caster	Travel & Fixated	0'	N/A

Healing Spell Tables**Healing Spell Requirements**

Healing Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Plea of Salvation</u>	–	Judgment: 1
<u>Vim and Vigor</u>	–	Judgment: 1
<u>Make Sober</u>	–	Judgment: 2
<u>Shoulder Comrades</u>	–	Judgment: 2
<u>Healing Touch</u>	–	Judgment: 3
<u>Numb Pain</u>	–	Judgment: 3
<u>Set Bone</u>	–	Judgment: 4
<u>Heal from Afar</u>	–	Judgment: 5
<u>Heal Sprain</u>	–	Judgment: 5
<u>Neutralize Poison</u>	–	Judgment: 5
<u>Lucidity</u>	–	Judgment: 6
<u>Staunch Blood</u>	–	Judgment: 6
<u>Heal Scars</u>	–	Judgment: 7
<u>Poison Antidote</u>	–	Judgment: 7
<u>Diancecht's Healing Spring</u>	Celtic	Judgment: 8
<u>Panacea</u>	–	Judgment: 8
<u>Second Chance</u>	–	Judgment: 8
<u>Heal Bone</u>	–	Judgment: 9
<u>Restore Mobility</u>	–	Judgment: 9
<u>Heal Impairment</u>	–	Judgment: 10
<u>Idun's Golden Apple</u>	Nordic	Judgment: 10
<u>Restore Limb</u>	–	Judgment: 10
<u>Restore Sanity</u>	–	Judgment: 10
<u>Horus's Cippus</u>	Egyptian	Judgment: 11
<u>Rejuvenate</u>	–	Judgment: 11
<u>Restore Sight</u>	–	Judgment: 11
<u>Heal Maiming</u>	–	Judgment: 12
<u>Regenerate Limbs</u>	–	Judgment: 12

Healing Spell Properties

Healing Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Diancecht's Healing Spring</u>	10	5M	VGM	10' Radius	Proximate	Touch	N/A
<u>Heal Bone</u>	22	1H	VG	1 Bone	Instant	Touch	N/A
<u>Heal from A far</u>	5	1A	VG	1 Creature	Instant	80'	N/A
<u>Heal Impairment</u>	22	1H	VG	1 Impairment	Instant	Touch	N/A
<u>Healing Touch</u>	4	1A	G	1 Creature	Instant	Touch	N/A
<u>Heal Maiming</u>	22	1H	VG	1 Maim	Instant	Touch	N/A
<u>Heal Scars</u>	14	20M	VG	1 Creature	Instant	Touch	N/A
<u>Heal Sprain</u>	14	20M	VG	1 Sprain	Instant	Touch	N/A
<u>Horus's Cippus</u>	22	8H	VGM	SB	Enduring	Touch	N/A
<u>Idun's Golden Apple</u>	14	20M; 1A	VGM	1 Apple	SB	Touch	N/A
<u>Lucidity</u>	5	1A	V	1 Creature	Proximate	80'	N/A
<u>Make Sober</u>	4	1A	G	1 Creature	Instant	Touch	N/A
<u>Neutralize Poison</u>	4	1A	VG	1 Creature	Instant	Touch	Neg. (SB)
<u>Numb Pain</u>	4	1A	G	1 Creature	Proximate	Touch	N/A
<u>Panacea</u>	14	20M	VG	1 Creature	SB	Touch	Neg. (SB)
<u>Plea of Salvation</u>	4	1A	V	Caster	Instant	0'	N/A
<u>Poison Antidote</u>	22	1H;5S	VGM	1 Vial	SB	Touch	N/A
<u>Regenerate Limbs</u>	22	1H	VG	1 Creature	1 Day	Touch	N/A
<u>Rejuvenate</u>	16	1A	VG	1 Creature	Instant	Touch	N/A
<u>Restore Limb</u>	22	1H	VGM	1 Limb	Instant	Touch	N/A
<u>Restore Mobility</u>	14	20M	VG	1 Creature	Instant	Touch	Neg. (SB)
<u>Restore Sanity</u>	22	1H	VM	1 Creature	Instant	Touch	Neg. (SB)
<u>Restore Sight</u>	22	1H	VG	1 Creature	Instant	Touch	Neg. (SB)
<u>Second Chance</u>	10	5M	VG	1 Creature	SB	Touch	None
<u>Set Bone</u>	14	20M	VG	1 Broken Bone	Instant	Touch	N/A
<u>Shoulder Comrades</u>	4	1A	G	SB	Persistent	Touch	N/A
<u>Staunch Blood</u>	4	1A	VG	1 Creature	Proximate	Touch	None
<u>Vim and Vigor</u>	6	1M	VG	1 Creature	Proximate	Touch	N/A

Nature Spell Tables

Nature Spell Requirements

Nature Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Clinging Vines</u>	–	Fortune: 1
<u>Incarnate Wild Horse</u>	–	Fortune: 1
<u>Sobek's Beloved Pet</u>	Egyptian	Fortune: 1
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<u>Cornucopia</u>	–	Fortune: 2
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<u>Cernunnos's Stag Antlers</u>	Celtic	Fortune: 3
<u>Impunity to Natural Weather</u>	–	Fortune: 3
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<u>Breathe Water</u>	–	Fortune: 4
<u>Geb's Potent Balm</u>	Egyptian	Fortune: 4
<u>Obscuring Swarm</u>	–	Fortune: 4
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<u>Call Great Rain</u>	–	Fortune: 5
<u>Call of the Wild</u>	–	Fortune: 5

Nature Spell Requirements

Nature Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Epona's Wild Herd</u>	Celtic	Fortune: 5
<u>Svantovit's Gleaming Steed</u>	Slavic	Fortune: 5
<u>Dire Balefire</u>	—	Fortune: 6
<u>Dire Stinging Swarm</u>	—	Fortune: 6
<u>Lull to Sleep</u>	—	Fortune: 6
<u>Cooling Fog</u>	—	Fortune: 7
<u>Rays of Dawn</u>	—	Fortune: 7
<u>Wall of Wind</u>	—	Fortune: 7
<u>Animal Charm</u>	—	Fortune: 8
<u>Holly Grove</u>	Celtic	Fortune: 8
<u>Fell Balefire</u>	—	Fortune: 9
<u>Fell Stinging Swarm</u>	—	Fortune: 9
<u>Freya's Feathered Shawl</u>	Nordic	Fortune: 9
<u>Twining Vines</u>	—	Fortune: 9
<u>Evoke Spring</u>	—	Fortune: 10
<u>Evoke Thunderclap</u>	—	Fortune: 10
<u>Call Great Freezing Rain</u>	—	Fortune: 10
<u>Njord's Fair Winds</u>	Nordic	Fortune: 10
<u>Commune with Nature</u>	—	Fortune: 11
<u>Grim Animal Transformation</u>	—	Fortune: 11
<u>Gwydion's Arboreal Army</u>	Celtic	Fortune: 11
<u>Tangled Forest</u>	—	Fortune: 11
<u>Adopt Divine Aspect of Ma'at</u>	Egyptian	Fortune: 12
<u>Call Great Fell Heavenly Rain</u>	—	Fortune: 12
<u>Demeter's Wintery Sorrow</u>	Greco-Roman	Fortune: 12
<u>Evoke Whirlpool</u>	—	Fortune: 12
<u>Incarnate Winged Horse</u>	Greco-Roman/Slavic	Fortune: 12
<u>Natural Transformation</u>	—	Fortune: 12
<u>Calm Storm</u>	—	Fortune: 13
<u>Force of Ages</u>	—	Fortune: 13
<u>Evoke Tempest</u>	—	Fortune: 15

Nature Spell Properties

Nature Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Adopt Divine Aspect of Ma'at</u>	4	1A	VG	Caster	SB	0'	N/A
<u>Animal Charm</u>	5	1A	VG	SB	SB	80'	SB
<u>Breathe Water</u>	4	1A	G	1 Creature	Proximate	Touch	N/A
<u>Call Great Fell Heavenly Rain</u>	6	1AA	VG	10' radius	Rooted; Scene	40'	SB
<u>Call Great Freezing Rain</u>	6	1AA	VG	10' radius	Proximate	40'	SB
<u>Call Great Rain</u>	6	1AA	VG	10' radius	Rooted; Scene	40'	SB
<u>Call of the Wild</u>	5	1A	V	SB	Proximate	SB	N/A
<u>Calm Storm</u>	2/5M	5M	VG	20 mile rad.	Fixated	0'	Neg. (SB)
<u>Cernunnos's Stag Antlers</u>	SB	1A	G	Caster	Opportune+ Willing	0'	N/A
<u>Clinging Vines</u>	8	1A	G	SB	Genesis	Touch	N/A
<u>Commune with Nature</u>	10	5M	V	SB	1H/R	0'	N/A
<u>Cooling Fog</u>	8	1A	VG	20' radius	Proximate	40'	SB
<u>Cornucopia</u>	6	1M	VG	SB	Instant	Touch	N/A
<u>Demeter's Wintery Sorrow</u>	6	1AA	G	10' radius	Proximate	40'	SB
<u>Dire Balefire</u>	5	1AA	VG	5' radius	Proximate	40'	1/2
<u>Dire Stinging Swarm</u>	5	1AA	VG	5' radius	Proximate	40'	SB
<u>Epona's Wild Herd</u>	10	1A	VG	1 Horse/R	Proximate	SB	N/A
<u>Evoke Spring</u>	10	5M	VGM	1 Crevice	Proximate	Touch	N/A
<u>Evoke Tempest</u>	2/5M	5M	VG	20 mile rad.	Fixated	0'	None
<u>Evoke Thunderclap</u>	5	1AA	G	10' radius	SB	0'	SB
<u>Evoke Whirlpool</u>	2/R	1AA	VG	5' radius/R	Fixated	80'	SB
<u>Fell Balefire</u>	5	1AA	VG	5' radius	Proximate	40'	1/2
<u>Fell Stinging Swarm</u>	5	1AA	VG	5' radius	Proximate	40'	SB
<u>Force of Ages</u>	6	1AA	VGM	10' radius	Instant	Touch	None
<u>Freya's Feathered Shawl</u>	10	5M;1A	VGM	1 Cloak	SB	Touch	N/A
<u>Geb's Potent Balm</u>	6	1M	VGM	1 Balm	SB	Touch	N/A
<u>Grim Animal Transformation</u>	5	1AA	VG	1 Creature	SB	80'	1/2
<u>Gwydion's Arboreal Army</u>	10	1A	VG	SB	Proximate	80'	N/A
<u>Holly Grove</u>	22	1H	VGM	5' radius /R	Proximate + Vanquish	Touch	N/A
<u>Impunity to Natural Weather</u>	6	1M	V	1 Creature	Proximate	Touch	N/A
<u>Incarnate Wild Horse</u>	6	1M	V	1 Horse	Brittle	40'	N/A
<u>Incarnate Winged Horse</u>	6	1M	V	1 Winged Horse	Brittle	40'	N/A
<u>Lull to Sleep</u>	5	1AA	VG	5' radius	Instant	40'	Negates
<u>Natural Transformation</u>	4	1A	VG	Caster	SB	0'	N/A
<u>Njord's Fair Winds</u>	12	1M	VG	40' cube	Proximate	Touch	N/A
<u>Obscuring Swarm</u>	6	1A	VG	10' radius	Proximate	40'	SB
<u>Rays of Dawn</u>	6	1AA	G	40' cone	Instant	0'	SB
<u>Sobek's Beloved Pet</u>	10	5M	VG	1 Crocodile	Brittle	40'	N/A
<u>Svantovit's Gleaming Steed</u>	6	1M	V	1 Fairy Horse	Brittle	40'	N/A
<u>Tangled Forest</u>	8	1AA	VG	20' radius	Proximate	320'	SB
<u>Twining Vines</u>	6	1M	VGM	SB	Genesis	Touch	None
<u>Wall of Wind</u>	6	1AA	VG	20' Square	Proximate	40'	SB

Pandemonium Spell Tables**Pandemonium Spell Requirements**

Pandemonium Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Chiding Torment</u>	–	Fortune: 1
<u>Seven Deadly Sins</u>	Greco-Roman	Fortune: 1
<u>Babble</u>	–	Fortune: 2
<u>Bres's Disfiguring Boils</u>	Celtic	Fortune: 2
<u>Frailty</u>	–	Fortune: 2
<u>Aphrodite's Dazzling Smile</u>	Greco-Roman	Fortune: 3
<u>Rotting Touch</u>	–	Fortune: 3
<u>Staff to Serpent</u>	Egyptian/Mesopotamian	Fortune: 3
<u>Double Vision</u>	–	Fortune: 4
<u>Loki's Teensy Disguise</u>	Nordic	Fortune: 4
<u>Tempting Target</u>	–	Fortune: 4
<u>Corrupt Dire Infernal Weapon</u>	–	Fortune: 5
<u>Dithering</u>	–	Fortune: 5
<u>Chernobog's Dark Aura</u>	Slavic	Fortune: 6
<u>Dire Infernal Fury</u>	–	Fortune: 6
<u>Freyja's Golden Necklace</u>	Nordic	Fortune: 6
<u>Importune</u>	–	Fortune: 6
<u>Delay Curse</u>	–	Fortune: 7
<u>Dionysus's Drunken Stupor</u>	Greco-Roman	Fortune: 7
<u>Greater Frailty</u>	–	Fortune: 7
<u>Dolorous Stroke</u>	–	Fortune: 8
<u>Enmity</u>	–	Fortune: 8
<u>Grim Rot</u>	–	Fortune: 8
<u>Llyr's Stutter</u>	Celtic	Fortune: 8
<u>Dire Infernal Fire</u>	–	Fortune: 9
<u>Fenris's Breakaway</u>	Nordic	Fortune: 9
<u>Weight of Transgressions</u>	–	Fortune: 9
<u>Chernobog's Potent Toxin</u>	Slavic	Fortune: 10
<u>Despair</u>	–	Fortune: 10
<u>Grim Bestial Abomination</u>	–	Fortune: 10
<u>Hel's Dagger of Famine</u>	Nordic	Fortune: 10
<u>Metagrobolize</u>	–	Fortune: 10
<u>Morrigan's Malaise</u>	Celtic	Fortune: 10
<u>Possess Object</u>	–	Fortune: 10
<u>Curse of the Mummy</u>	Egyptian	Fortune: 11
<u>Erato's Arrow of Love</u>	Greco-Roman	Fortune: 11
<u>Apple of Discord</u>	Greco-Roman	Fortune: 12
<u>Essence Ebb</u>	–	Fortune: 12

Pandemonium Spell Requirements

Pandemonium Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Touch of Death</u>	–	Fortune: 12
<u>Wildfire</u>	–	Fortune: 12
<u>Gorgon's Gaze</u>	Greco-Roman	Fortune: 13
<u>Strike Blind</u>	–	Fortune: 14
<u>Zealot's Plea</u>	–	Fortune: 14
<u>Possess Living Creature</u>	–	Fortune: 16

Pandemonium Spell Properties

Pandemonium Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Aphrodite's Dazzling Smile</u>	2/R	1A	VG	SB	Fixated + Unstable	0'	SB
<u>Apple of Discord</u>	6	1A; 1AA	VGM	1 Apple; 10' radius	SB	0'; 40'	Negates
<u>Babble</u>	5	1AA	V	1 Creature	Maelstrom	80'	Negates
<u>Bres's Disfiguring Boils</u>	5	1AA	VG	1 Creature	SB	80'	1/2
<u>Chernobog's Dark Aura</u>	5	1A	V	5' radius	Scene	0'	None
<u>Chernobog's Potent Toxin</u>	6	1M	VGM	1 Poison Vial	Contained; Instant	Touch	SB
<u>Chiding Torment</u>	2/R	1AA	VG	1 Creature	Fixated	80'	Negates
<u>Corrupt Dire Infernal Weapon</u>	SB	1A	VG	1 Weapon	Opportune	Touch	N/A
<u>Curse of the Mummy</u>	4	1A	V	Caster; SB	Persistent; Instant	0'; Touch	None
<u>Delay Curse</u>	22	8H	VGM	SB	SB	Touch; SB	N/A
<u>Despair</u>	5	1AA	V	1 Creature	Instant	80'	Neg
<u>Dire Infernal Fury</u>	5	1AA	VG	1 Creature	SB	80'	Negates
<u>Dionysus's Drunken Stupor</u>	5	1AA	G	1 Creature	SB	80'	1/2
<u>Dire Infernal Fire</u>	5	1AA	VG	10' radius	Proximate	40'	1/2
<u>Dithering</u>	5	1AA	G	1 Creature	Proximate	80'	Negates
<u>Dolorous Stroke</u>	4	1A	GM	1 Weapon	SB	Touch	None
<u>Double Vision</u>	5	1AA	VG	1 Creature	Proximate	80'	Negates
<u>Enmity</u>	5	1AA	G	1 Creature	Vanquish	80'	Negates
<u>Erato's Arrow of Love</u>	6	1M	VGM	SB	SB	Touch	Negates
<u>Essence Ebb</u>	4	1A	VG	Caster; SB	Maelstrom	0'; Touch	SB
<u>Fenris's Breakaway</u>	4	1A	G	1 Tether	Instant	Touch	Negates
<u>Frailty</u>	5	1AA	VG	1 Creature	Proximate	80'	Negates
<u>Freyja's Golden Necklace</u>	5	1A; 1AA	VGM	1 Necklace; 10' radius	SB	Touch; 40'	Negates
<u>Gorgon's Gaze</u>	6	1A	G	SB	Scene + SB	0'	Negates
<u>Greater Frailty</u>	6	1AA	VG	1 Creature / 3R	Proximate	40'	Negates
<u>Grim Bestial Abomination</u>	5	1AA	VG	1 Creature	SB	80'	1/2
<u>Grim Rot</u>	5	1AA	VG	1 Creature	SB	80'	1/2
<u>Hel's Dagger of Famine</u>	4	1A	GM	1 Dagger	Maelstrom	Touch	None
<u>Importune</u>	5	1AA	VG	1 Creature; 10' radius	Vanquish	80'	Negates
<u>Llyr's Stutter</u>	5	1AA	VG	1 Creature	Vanquish	80'	Negates
<u>Loki's Teensy Disguise</u>	4	1A	G	Caster	Brittle	0'	N/A

Pandemonium Spell Properties

Pandemonium Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Metagrobolize</u>	5	1AA	VG	1 Creature	Inst.	80'	1/2
<u>Morrigan's Malaise</u>	6	1AA	VG	10' radius	Proximate	40'	Negates
<u>Possess Living Creature</u>	4	1AA	VG	SB	SB	Touch	SB.
<u>Possess Object</u>	4	1A	VG	1 Object	SB	Touch	N/A
<u>Rotting Touch</u>	4	1A	V	Caster	Persistent	0'	None
<u>Seven Deadly Sins</u>	5	1AA	V	1 Individual	Enduring	80'	Negates
<u>Staff to Serpent</u>	4	1A	VGM	1 Stick	SB	Touch	N/A
<u>Strike Blind</u>	5	1AA	VG	1 Creature	Vanquish	80'	Negates
<u>Tempting Target</u>	5	1AA	VG	1 Creature	Vanquish	80'	Negates
<u>Touch of Death</u>	4	1A	VG	Caster; SB	Maelstrom	0'; Touch	SB
<u>Weight of Transgressions</u>	5	1AA	VG	1 Creature	Instant; Vanquish	80'	Negates
<u>Wildfire</u>	6	1AA	VG	10' radius	Proximate	40'	1/2
<u>Zealot's Plea</u>	5	1AA	V	1 Creature	SB	80'	N/A

Ritual Spell Tables

Ritual Spell Requirements

Ritual Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Consecrate Luminary</u>	—	Observance: 1
<u>Rite of Passage</u>	—	Observance: 1
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<u>Seasonal Festival</u>	—	Observance: 2
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<u>Ritual Sacrifice</u>	—	Observance: 3
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<u>Consecrate Foreboding Relic</u>	—	Observance: 4
<u>Exorcise</u>	—	Observance: 4
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<u>Anthropomorphize Creature</u>	—	Observance: 5
<u>Consecrate Limited-Use Relic</u>	—	Observance: 5
<u>Enki's Clay Golem</u>	Mesopotamian	Observance: 5
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<u>Animate Armor</u>	—	Observance: 6
<u>Enshrine Proximate Spell on Item</u>	—	Observance: 6
<u>Shabti Minion</u>	Egyptian	Observance: 6
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<u>Anthropomorphize Relic</u>	—	Observance: 7
<u>Consecrate Siphoning Relic</u>	—	Observance: 7
<u>Enshrine Taxing Spell on Ornatum</u>	—	Observance: 7
<u>Mummify</u>	Egyptian	Observance: 7
<u>Venerate Limited-Use Relic</u>	—	Observance: 7
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<u>Chiron's Quiver of Healing</u>	Greco-Roman	Observance: 8
<u>Consecrate Siphoning Font</u>	—	Observance: 8
<u>Consecrate Zone of Ascendancy</u>	—	Observance: 8
<u>Enshrine Proximate Spell on Area</u>	—	Observance: 8
<u>Hade's Vigilant Guard</u>	Greco-Roman	Observance: 8

Ritual Spell Requirements

Ritual Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Hallow Great Area</u>	–	Observance: 9
<u>Solemn Panacea</u>	–	Observance: 9
<u>Venerate Siphoning Relic</u>	–	Observance: 9
<u>Zemlya's Earthen Ring</u>	Slavic	Observance: 9
<u>Consecrate Armor</u>	–	Observance: 10
<u>Dedicate Epic Ship</u>	–	Observance: 10
<u>Enshrine Persistent Spell on Ornatum</u>	–	Observance: 10
<u>Oreades' Echoing Grotto</u>	Greco-Roman	Observance: 10
<u>Reincarnate</u>	–	Observance: 10
<u>Consecrate Epic Monolith</u>	–	Observance: 11
<u>Lift Curse</u>	–	Observance: 11
<u>Mask of Anubis</u>	Egyptian	Observance: 12
<u>Revive</u>	–	Observance: 13
<u>Hallow Colossal Area</u>	–	Observance: 13
<u>Greater Mummify</u>	Egyptian	Observance: 15
<u>Consecrate Colossal Temple</u>	–	Observance: 16
<u>Bran's Black Cauldron</u>	Celtic	Observance: 18

Ritual Spell Properties

Ritual Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Animate Armor</u>	12+SB	8H	VGM	1 Suit of Armor	Enduring	Touch	N/A
<u>Anthropomorphize Creature</u>	12+SB	8H	VGM	1 Creature	Enduring	Touch	N/A
<u>Anthropomorphize Relic</u>	12+SB	8H	VGM	1 Item	Enduring	Touch	N/A
<u>Bran's Black Cauldron</u>	12+SB	8H	VGM	1 Body	Instant	Touch	None
<u>Chiron's Quiver of Healing</u>	8+SB	20M	VGM	1 Arrow / 2R	Contained; Instant	Touch	N/A
<u>Consecrate Armor</u>	12+SB	8H	VGM	1 Armor Piece	Enduring	Touch	N/A
<u>Consecrate Colossal Temple</u>	20+SB	1Day	VGM	40' Square	Enduring	Touch	SB
<u>Consecrate Epic Monolith</u>	14+SB	8H	VGM	1 Monolith; 20' Radius	Enduring	Touch	SB
<u>Consecrate Foreboding Relic</u>	12+SB	8H	VGM	1 Relic	Enduring	Touch	N/A
<u>Consecrate Limited-Use Relic</u>	12+SB	8H	VGM	1 Relic	Enduring	Touch	N/A
<u>Consecrate Luminary</u>	12+SB	1H	VGM	1 Item	Enduring	Touch	N/A
<u>Consecrate Siphoning Font</u>	12+SB	8H	VGM	1 Font	Enduring; SB	Touch	N/A
<u>Consecrate Siphoning Relic</u>	12+SB	8H	VGM	1 Relic	Enduring	Touch	N/A
<u>Consecrate Zone of Ascendancy</u>	20+SB	8H	VGM	1 Construction	Enduring	Touch	N/A
<u>Dedicate Epic Ship</u>	18+SB	8H	VGM	1 Ship	Enduring	Touch	N/A
<u>Enki's Clay Golem</u>	12+SB	8H	VGM	1 Golem	Genesis	Touch	N/A
<u>Enshrine Persistent Spell on Ornatum</u>	12+SB	8H	VGM	1 Spell	Enduring	Touch	None
<u>Enshrine Proximate Spell on Area</u>	12+SB	8H	VG	1 Spell	Enduring	40'	None
<u>Enshrine Proximate Spell on Item</u>	12+SB	8H	VGM	1 Spell	Enduring	Touch	None
<u>Enshrine Taxing Spell on Ornatum</u>	12+SB	8H	VGM	1 Spell	Enduring	Touch	None
<u>Exorcise</u>	6+SB	5M	V	1 Spirit	Instant; Permanent	Touch	1/2
<u>Greater Mummify</u>	12+SB	8H	VGM	1 Corpse	Genesis	Touch	N/A
<u>Hade's Vigilant Guard</u>	12+SB	1H	VG	1 Passage	SB	Touch	N/A
<u>Hallow Colossal Area</u>	14+SB	8H	0	80' Square	Enduring	Touch	N/A
<u>Hallow Great Area</u>	12+SB	1H	0	20' Square	Enduring	Touch	N/A
<u>Lift Curse</u>	12+SB	1H	VG	1 Curse	Instant	Touch	Neg. (SB)
<u>Mask of Anubis</u>	12+SB	8H	VGM	1 Mask	Enduring	Touch	N/A
<u>Mummify</u>	12+SB	1H	VGM	1 Corpse	Genesis	Touch	N/A
<u>Oreades' Echoing Grotto</u>	12+SB	8H	V	40'x40'	Enduring	Touch	SB
<u>Reincarnate</u>	14+SB	8H	VGM	1 Character	Instant	Touch	N/A
<u>Revive</u>	14+SB	8H	VGM	1 Character	Instant	Touch	N/A
<u>Rite of Passage</u>	8+SB	20M	V	SB	Genesis	Hearing	N/A
<u>Ritual Sacrifice</u>	4+SB	1M	VGM	SB	Rooted	Touch	N/A
<u>Seasonal Festival</u>	12+SB	1H	V	5'/R Radius	3 Months	Hearing	N/A
<u>Shabti Minion</u>	12+SB	8H	VGM	1 Statue	Enduring	Touch	N/A
<u>Solemn Panacea</u>	12+SB	1H	VG	1 Creature	Instant	Touch	N/A
<u>Venerate Limited-Use Relic</u>	12+SB	8H	VGM	1 Relic	Enduring	Touch	N/A
<u>Venerate Siphoning Relic</u>	12+SB	8H	VGM	1 Relic	Enduring	Touch	N/A
<u>Zemlya's Earthen Ring</u>	8+SB	5M	VGM	20' Radius	Instant	Touch	SB

Symbol Spell Tables**Symbol Spell Requirements**

Symbol Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Devote Vestments</u>	–	Observance: 1
<u>Melpomene's Mask of Tragedy</u>	Greco-Roman	Observance: 1
<u>Symbol of Contemplation</u>	–	Observance: 1
<u>Thalia's Mask of Comedy</u>	Greco-Roman	Observance: 1
<u>Consecrate Emblematic Shield</u>	–	Observance: 2
<u>Signet Seal</u>	–	Observance: 2
<u>Thoth's Rosetta Stone</u>	Egyptian	Observance: 3
<u>Brand of the Apostate</u>	–	Observance: 4
<u>Consecrate Insignia</u>	–	Observance: 4
<u>Rune of Feoh (Wealth)</u>	Nordic	Observance: 4
<u>Triquetra Sanctum</u>	Celtic	Observance: 4
<u>Rune of Rad (Saddle)</u>	Nordic	Observance: 5
<u>Vivify Animal Mural</u>	–	Observance: 5
<u>Osiris's Royal Crook</u>	Egyptian	Observance: 6
<u>Rune of Thoru (Giant)</u>	Nordic	Observance: 6
<u>Pagan Tattoo</u>	–	Observance: 7
<u>Pyre of Semele</u>	Greco-Roman	Observance: 7
<u>Animate Mythic Statue</u>	–	Observance: 8
<u>Consecrate Gorgoneion</u>	Greco-Roman	Observance: 9
<u>Greater Triquetra Sanctum</u>	Celtic	Observance: 9
<u>Radiant Symbol</u>	–	Observance: 9
<u>Symbolic Sanctum</u>	–	Observance: 9
<u>Consecrate Emblematic Standard</u>	–	Observance: 10
<u>Khepri's Scarab</u>	Egyptian	Observance: 10
<u>Rune of Os (God)</u>	Nordic	Observance: 10
<u>Rune of Ur (Wild Ox)</u>	Nordic	Observance: 10
<u>Vivify Battle Mural</u>	–	Observance: 10
<u>Egyptian Ankh</u>	Egyptian	Observance: 11
<u>Ptah's Divine Staff</u>	Egyptian	Observance: 11
<u>Caduceus</u>	Greco-Roman or Celtic	Observance: 12
<u>Nannar's Crescent Blade</u>	Mesopotamian	Observance: 12
<u>Rune of Caen (Torch)</u>	Nordic	Observance: 12
<u>Set's Was Scepter</u>	Egyptian	Observance: 13
<u>Svarog's Golden Torch</u>	Slavic	Observance: 13
<u>Consecrate Palladium</u>	Greco-Roman	Observance: 14
<u>Vivify Monstrous Mural</u>	–	Observance: 14

Symbol Spell Properties

Symbol Spell	Setback	Cost	Action	Time	Cast. Req.	Affect. Area	Duration	Range	Conflict	Rolls
<u>Animate Mythic Statue</u>	22		1H		VGM	1 Statue	Genesis	Touch		N/A
<u>Brand of the Apostate</u>	10		5M		VGM	1 Creature	Enduring	Touch		None
<u>Caduceus</u>	22		8H		VGM	1 Caduceus	Enduring	Touch		N/A
<u>Consecrate Emblematic Shield</u>	22		8H		VGM	1 Shield	Enduring	Touch		SB
<u>Consecrate Emblematic Standard</u>	22		8H		VGM	1 Standard; 20' Radius	Enduring; SB	Touch; SB		SB
<u>Consecrate Gorgoneion</u>	22		8H		VGM	1 Amulet	Enduring	Touch		SB
<u>Consecrate Insignia</u>	22		8H		VGM	1 Insignia	Enduring	Touch		SB
<u>Consecrate Palladium</u>	34		8H		VGM	1 Item	Enduring	Touch		N/A
<u>Devote Vestments</u>	4		1A		GM	Caster	Proximate	0'		SB
<u>Egyptian Ankh</u>	22		8H		VGM	1 Ankh	Enduring	Touch		N/A
<u>Greater Triquetra Sanctum</u>	22		1H		G	SB	Enduring	Touch		None
<u>Khepri's Scarab</u>	15		8H		VGM	1 Scarab	Enduring	Touch		N/A
<u>Melpomene's Mask of Tragedy</u>	4		1A		GM	SB	Proximate	0'		Neg.
<u>Nannar's Crescent Blade</u>	14		8H		VG	1 Crescent Blade	Enduring	Touch		N/A
<u>Osiris's Royal Crook</u>	18		8H		VGM	1 Crook	Enduring	Touch		N/A
<u>Pagan Tattoo</u>	12		1H		VGM	1 Tattoo	Enduring	Touch		N/A
<u>Ptah's Divine Staff</u>	20		8H		VGM	1 Staff	Enduring	Touch		N/A
<u>Pyre of Semele</u>	4		1M		GM	1 Creature; 5' radius	Enduring; Scene	Touch		SB
<u>Radiant Symbol</u>	5		1A		GM	SB	Proximate	80'		None
<u>Rune of Caen (Torch)</u>	SB		8H		GM	1 Rune	Enduring; Opportune +Willing	Touch		N/A
<u>Rune of Feoh (Wealth)</u>	14		8H		GM	1 Rune	Enduring	Touch		N/A
<u>Rune of Os (God)</u>	SB		8H		GM	1 Rune	Enduring; Opportune +Willing	Touch		N/A
<u>Rune of Rad (Saddle)</u>	9		8H		GM	1 Rune	Enduring	Touch		N/A
<u>Rune of Thoru (Giant)</u>	18		8H		GM	1 Rune	Enduring	Touch		N/A
<u>Rune of Ur (Wild Ox)</u>	SB		8H		GM	1 Rune	Enduring; Opportune +Willing	Touch		N/A
<u>Set's Was Scepter</u>	20		8H		VGM	1 Scepter	Enduring	Touch		N/A
<u>Signet Seal</u>	4		1A		VGM	1 Document	SB	Touch		N/A
<u>Symbolic Sanctum</u>	8		1A		GM	SB	Proximate	0'		N/A
<u>Symbol of Contemplation</u>	4		1A		VGM	1 Pagan Symbol	Proximate	Touch		N/A
<u>Svarog's Golden Torch</u>	18		8H		VGM	1 Torch	Enduring	Touch		N/A
<u>Thalia's Mask of Comedy</u>	4		1A		GM	SB	Proximate	0'		Negates
<u>Thoth's Rosetta Stone</u>	6		20M		VGM	SB	Instant	Touch		N/A
<u>Triquetra Sanctum</u>	22		1H		G	SB	Enduring	Touch		None
<u>Vivify Animal Mural</u>	22		1H		VGM	1 Mural	SB	Touch		N/A
<u>Vivify Battle Mural</u>	22		1H		VGM	1 Mural	SB	Touch		N/A
<u>Vivify Monstrous Mural</u>	22		1H		VGM	1 Mural	SB	Touch		N/A

Wrath Spell Tables**Wrath Spell Requirements**

Wrath Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Crushing Penance</u>	–	Judgment: 1
<u>Scald</u>	–	Judgment: 1
<u>Pyerun's Crackling Quiver</u>	Slavic	Judgment: 2
<u>Dire Blisters</u>	–	Judgment: 3
<u>Ishtar's Ferocious Lion</u>	Mesopotamian	Judgment: 3
<u>Dire Flame Tongue</u>	–	Judgment: 5
<u>Flaming Retribution</u>	–	Judgment: 5
<u>Dire Acid Rain</u>	–	Judgment: 6
<u>Dire Blazing Fury</u>	–	Judgment: 6
<u>Dire Castigating Fire</u>	–	Judgment: 6
<u>Dire Scorching Metal</u>	–	Judgment: 6
<u>Thorgerd's Grim Icicle Spray</u>	Nordic	Judgment: 7
<u>Amun's Battering Ram</u>	Egyptian	Judgment: 8
<u>Fell Unworldly Burst</u>	–	Judgment: 8
<u>Tiamat's Kindred</u>	Mesopotamian	Judgment: 8
<u>Balor's Wicked Eye</u>	Celtic	Judgment: 9
<u>Fell Acid Rain</u>	–	Judgment: 9
<u>Fell Castigating Fire</u>	–	Judgment: 9
<u>Jormungand's Serpentine Form</u>	Nordic	Judgment: 9
<u>Lingering Retribution</u>	–	Judgment: 9
<u>Adad's Stormy Robe</u>	Mesopotamian	Judgment: 10
<u>Dire Banishing Touch</u>	–	Judgment: 10
<u>Thunderbolt</u>	–	Judgment: 10
<u>Corposant</u>	–	Judgment: 11
<u>Dire Locust Plague</u>	–	Judgment: 11
<u>Enlil's Deluge</u>	Mesopotamian	Judgment: 11
<u>Taranis's Thundering Wheels</u>	Celtic	Judgment: 11
<u>Zeus's Heavenly Bolts</u>	Greco-Roman	Judgment: 11
<u>Greater Lingering Retribution</u>	–	Judgment: 12
<u>Svarogich's Fiery Serpent</u>	Slavic	Judgment: 12
<u>Rain of Fire</u>	–	Judgment: 13
<u>Firestorm</u>	–	Judgment: 15

Wrath Spell Requirements

Wrath Spell	Cultural Restrictions	Pagan Discipline Requirements
<u>Earthquake</u>	–	Judgment: 16
<u>Fissure</u>	–	Judgment: 18

Wrath Spell Properties

Wrath Spell	Setback Cost	Action Time	Cast. Req.	Affect. Area	Duration	Range	Conflict Rolls
<u>Adad's Stormy Robe</u>	6	1AA	VG	Caster	Rooted	0'	SB
<u>Amun's Battering Ram</u>	6	1M	VM	1 Staff	SB	Touch	None
<u>Balor's Wicked Eye</u>	2/R	1A; 1AA	V	SB	Fixated	0'; 80'	Negates
<u>Corposant</u>	4	1AA	G	Caster	Maelstrom	0'; Touch	None
<u>Crushing Penance</u>	2/R	1AA	VG	1 Creature	Fixated	80'	Negates
<u>Dire Acid Rain</u>	5	1AA	VG	5' radius	Proximate	40'	1/2
<u>Dire Banishing Touch</u>	4	1A	V	Caster	Maelstrom	0'	SB
<u>Dire Blazing Fury</u>	5	1AA	VG	1 Creature	SB	80'	Negates
<u>Dire Blisters</u>	5	1AA	VG	1 Creature	Instant	80'	1/2
<u>Dire Castigating Fire</u>	5	1AA	VG	5' radius	Proximate	40'	1/2
<u>Dire Flame Tongue</u>	4	1A	VGM	SB	Opportune + Willing	Touch	None
<u>Dire Locust Plague</u>	8	1AA	VG	20' radius	Proximate	40'	1/2
<u>Dire Scorching Metal</u>	5	1AA	V	1 item	Rooted	80'	Negates
<u>Earthquake</u>	8	1AA	VG	20' radius	1 Round	40'	SB
<u>Enlil's Deluge</u>	14	20M	VG	20 Mi. radius	Proximate	0'	None
<u>Fell Acid Rain</u>	5	1AA	VG	5' radius	Proximate	40'	1/2
<u>Fell Castigating Fire</u>	5	1AA	VG	5' radius	Proximate	40'	1/2
<u>Fell Unworldly Burst</u>	6	1AA	VG	10' radius	Instant	40'	1/2
<u>Firestorm</u>	8	1AA	VG	5' radius /R	Proximate	0'	1/2
<u>Fissure</u>	10	1AA	VG	SB	1 Round; Genesis	80'	SB
<u>Flaming Retribution</u>	5	1AA	VG	5' radius	Instant	40'	1/2
<u>Greater Lingerin Retribution</u>	6	1AA	VG	10' radius	SB	0'	1/2
<u>Ishtar's Ferocious Lion</u>	6	1M	VG	1 Lion	SB	40'; Proximate	None
<u>Jormungand's Serpentine Form</u>	4	1AA	G	Caster	Vanquish	0'	N/A
<u>Lingerin Retribution</u>	6	1AA	VG	10' radius	SB	0'	1/2
<u>Pyerun's Crackling Quiver</u>	4	1AA	VGM	SB	SB	0'	None
<u>Rain of Fire</u>	6	1AA	VG	10' radius	Proximate	40'	SB
<u>Scald</u>	4	1AA	VG	10' cone.	Instant	0'	1/2
<u>Svarogich's Fiery Serpent</u>	6	1M	GM	SB	SB	40'	N/A
<u>Taranis's Thundering Wheels</u>	4	1AA	VG	SB	Rooted	0'; 40'	1/2
<u>Thorgerd's Grim Icicle Spray</u>	5	1AA	VG	20' Cone	Instant	0'	1/2
<u>Thunderbolt</u>	8	1AA	VG	SB	Instant	40'	1/2
<u>Tiamat's Kindred</u>	6	1M	VG	1 Guivre	Brittle	40'; Proximate	N/A
<u>Zeus's Heavenly Bolts</u>	4	1AA	VG	SB	Limited	0'; SB	None

Battle Spells

Ares's Eager Spear

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Judgment: 11

Description: This spell charms a spear to have a thirst for combat. If the caster throws the spear at a target, it will instantly return to their hand after it strikes a blow or lands on the ground.

Affected Area: One spear. Setback Cost: 4

Action Time: 1 Action Range: Touch

Duration: Proximate. The spell persists while the spear is Proximate to the caster, although they may cancel it at any time. While the spell is in effect, the spear must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must hold the spear they wish to charm. The Quality Level of the spear limits the spell rank. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: The spell provides the spear's wielder with no ability to use it in combat. So, they must use their own skills to do so.

Other Details: When the spear strikes, it delivers wounds that are unusually jagged. The magic of the spell adds an additional amount of Rending Damage equal to 1 per 2 spell ranks. In addition, the Attack Roll's Margin is also delivered as Rending Damage, rather than Internal Damage. This damage may be absorbed as normal by armored opponents.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a weapon are still susceptible to the weapon's Margin, if they are affected by Rending Damage. For example, a zombie is Immune to Internal Damage. But, it is not immune to Rending Damage. So, a zombie would sustain the Margin as Rending Damage from any spear charmed with this spell.

While charmed, the spear may strike creatures that are only hit by magic weapons. Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Artemis's Biased Quiver

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Judgment: 7

Description: This spell charms a number of arrows to seek out Artemis's favorite prey. If one of the arrows is shot at a male creature by a female, the archer gains an Edge on their Attack Roll.

Action Time: 1 minute Setback Cost: 6

Conflict Rolls: None Range: Touch

Affected Area: One arrow per spell rank.

Duration: Contained. The arrows remain charmed until fired.

Casting Req.: Verbal, Gestural. To invoke this spell, the caster must possess a number of arrows to hold the charm.

Other Details: Until the entire group of arrows charmed by a single casting of this spell are used, they must be treated as a magic item when considering its possessor's Magic Limit. Since they are magical, though, they are capable of striking creatures requiring magic to hit.

Aid against Melee Weapons

Pagan Discipline Requirements: Judgment: 11

Description: This spell gives the target an Edge against all Attack Rolls directed at them using Melee weapons.

Action Time: 1 Action Range: Touch

Affected Area: 1 creature Casting Req.: Verbal

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Aid against Range Weapons

Pagan Discipline Requirements: Judgment: 11

Description: This spell gives the target an Edge against all Attack Rolls directed at them using Range weapons.

Action Time: 1 Action Range: Touch

Affected Area: 1 creature Casting Req.: Verbal

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Casting Req.: Verbal.

Battle Charge

Pagan Discipline Requirements: Judgment: 5

Description: This spell provides the caster and their nearby allies with a burst of Speed.

Action Time: 1 Action Setback Cost: 8

Duration: Scheduled. 1 Round. Conflict Rolls: None

Range: The boosted allies must all be within 40 feet of the caster when the spell is invoked.

Affected Area: The caster plus up to one additional willing ally per 2 spell ranks. So, at 5th spell rank, the caster can enhance their own Speed as well as up to 3 other comrades.

Casting Req.: Verbal. The caster must emit a loud yell while running. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: Each target's Speed is increased by 5 feet per 2 spell ranks. So, 5 feet at 1st rank, 10 feet at 3rd rank, 15 feet at 5th rank, etc.

Battle Frenzy of Cuchulainn

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Judgment: 11

Description: This spell²¹⁸ puts the caster into a furious battle frenzy, enlarging and contorting their body into that of a hideous monster. The caster is unable to distinguish friend from foe, and attacks both with glee.

Setback Cost: 6 Range: 0'

Action Time: 1 Action Conflict Rolls: None

Affected Area: The spell mutates the caster's body, and produces an aura of fear that radiates to a distance of 10 feet.

Duration: Scheduled. 1 Round per Judgment rank. Once invoked, though, the caster may not cancel the spell. Further, the caster must continue fighting until all enemies and allies within sight fall in battle, or until the Duration ends, whichever comes first.

Casting Req.: Verbal, Gestural. The caster may invoke the spell on themselves while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: The caster gains an Edge on all up-front in-your-face melee combat. They suffer from a Drawback on all other Conflict Rolls.

Other Details: While the spell is in effect, the caster cannot invoke any other spells.

Further, the spell enlarges the caster by one Size Category. The result is that the caster's Basic Attributes are altered as shown in the Enlarging Adjustments Table.

Enlarging Adjustments Table

Basic Attribute	Adjustment
Toughness	+2
Strength	+6
Agility	-6
Craftiness	-2

As a consequence, the spell doubles the caster's Hit Points and Maximum Hit Points. When the spell terminates, the caster's Hit Points and Maximum Hit Points are halved.

Further, the spell mutates the caster's body dramatically. It twists their limbs so that their legs face backward. (They works perfectly adequately, but are reminiscent of the legs of a horrifying raptor.) The caster's face deforms, so that one eye becomes deeply sunken into their head, while the other

218 The Celtic hero Cuchulainn would often go into a battle rage known as Riastartha, which transformed him into a Lovecraftian monster as described in this spell.

hangs loose from its socket. Their checks retract, exposing a gaping maw filled with carnivorous teeth. Their hair stands on end, forming a mass of straight sharp bristles like the quills of a porcupine.

Finally, the spell produces an unholy glow that generates an aura of fear. Any creature within the area at the end of the caster's Turn every Round must make an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing become Fearful of the caster and gain the Trait "Wary". Further, they sustain Dreadful Setback equal to the roll's Margin. If this drops their Fate Points to 0, they gain the Frightened Condition until the end of the Scene.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Battle Rage

Pagan Discipline Requirements: Judgment: 7

Description: Battle Rage instills in the caster the anger of their god toward their chosen foe. The rage increases the caster's fighting prowess above that of most mortal men.

Setback Cost: 4 Range: 0'

Action Time: 1 Action Conflict Rolls: None

Affected Area: Caster

Duration: Scheduled. 2 Rounds per Judgment rank. Once invoked, though, the caster may not cancel the spell.

Casting Req.: Verbal, Gestural. The caster may invoke the spell on themselves while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: The caster gains an Edge on all melee combat attacks while the spell is in effect.

The caster's Strength increases by 2 points as well. The Derived Attributes of Vigor and Brawn are similarly affected. However, Hit Points are not.

Other Details: While the spell is in effect, the caster cannot invoke any other spells. They must continue fighting until all enemies fall in battle.

Blow Back

Pagan Discipline Requirements: Judgment: 6

Description: This spell produces a loud shock wave that knocks back any creature adjacent to the caster.

Affected Area: 5 foot radius. Setback Cost: 4

Duration: Instantaneous Range: 0'

Action Time: 1 Assault Action

Casting Req.: Gestural. The caster must stomp their foot on the ground, or strike it with with a blunt weapon or fist. The caster may invoke the spell on themselves while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: Every creature in the Affected Area must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the spell rank plus the caster's Heart. Success indicates the creature is unaffected by the spell. Failure indicates it is knocked to the ground prone. (See Knocked Prone in the Combat Rules section of The Rules Reference for details.) Further, the shock wave will also push the prone creature back 5 feet directly away from the caster, unless that space is already occupied.

Bountiful Bandolier

Pagan Discipline Requirements: Judgment: 8

Description: This spell charms a bandolier of throwing daggers or darts to continually conjure more as they are used, in order to maintain a fresh supply for its possessor.

Affected Area: One bandolier Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Duration: Proximate. The spell lasts while the bandolier is Proximate to the caster, although the caster may cancel it at any time. While the spell is in effect, the bandolier must be treated as a magic item when considering its possessor's Magic Limit. The projectiles conjured by the spell fade away at the end of the spell duration.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the bandolier they wish to charm. The Quality Level of the bandolier limits the spell rank. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: Upon casting, the bandolier must only contain a single throwing dagger to act as a template, whose basic form (Size Category, and type) is duplicated by the spell. The bandolier will also do its best to match the Quality Level of the template knife, but the Quality Levels of the conjured daggers are limited to the spell rank. The spell cannot duplicate any magical qualities of the template dagger, however.

While the spell is in effect, the template dagger cannot be drawn from the bandolier. Any others that are drawn will be replaced at a rate of 1 per Round until the bandolier is full.

The conjured projectiles are magical. So, they can strike creatures that can only be struck by magic weapons.

Caliopo's Bardic Tale

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Judgment: 7

Description: When invoked, this spell provides those listening with a powerful sense of confidence that they can overcome any odds.

Action Time: 1 minute Setback Cost: 6

Casting Req.: Verbal. Range: 40 feet

Affected Area: One individual per 3 spell ranks. So, 1 at 1st, 2 at 4th, 3 at 7th, etc.

Duration: Proximate. The spell lasts on each individual as long as they are Proximate to the caster, although the caster may cancel the spell at any time. Each target must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: This spell gives all targets an Edge on all Conflict Rolls against the effects of fear, weakness, and exhaustion for the duration of the spell.

Copious Quiver

Pagan Discipline Requirements: Judgment: 8

Description: This spell charms a quiver to continually conjure arrows or bolts, in order to maintain a fresh supply for its possessor.

Affected Area: One quiver Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Duration: Proximate. The spell lasts while the quiver is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the quiver must be treated as a magic item when considering its possessor's Magic Limit. The projectiles conjured by the spell fade away at the end of spell duration.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the quiver to charm. The Quality Level of the quiver limits the spell rank. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: Upon casting, the quiver must only contain a single arrow or bolt to act as a template, whose basic form (Size Category and type) is duplicated by the spell. The quiver will also do its best to match the Quality Level of the template arrow, but their Quality Levels are limited to the spell rank. The spell cannot duplicate any magical qualities of the template arrow, however.

While the spell is in effect, the template arrow cannot be drawn from the quiver. Any others that are drawn will be

replaced at a rate of 1 per Round until the quiver is full.

The conjured projectiles are magical. So, they can strike creatures that can only be struck by magic weapons.

Dagda's Cruel Club

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Judgment: 5

Description: When this spell is cast on a normal wooden club, its size greatly increases. In fact, the weapon's length may actually double! Nevertheless, the weight, balance, and technical skills needed to wield the weapon do not change in the slightest. It may be skillfully handled by any creature capable of wielding the original weapon.

Affected Area: One club Setback Cost: 4

Action Time: 1 Action Range: Touch

Duration: Proximate. The spell remains in effect while the club is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the club must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural. To invoke this spell, the caster must touch the club to be charmed. They may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: When the weapon strikes, it delivers additional Blunt Damage equal to 1 per 2 spell ranks on every blow.

The spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Dancing Defender

Pagan Discipline Requirements: Judgment: 9

Description: This spell enchants a melee weapon to spring into action with apparent vigor. It will dance through the air and attack any creature that threatens the caster with physical harm.²¹⁹

Affected Area: A single melee weapon.

Action Time: 1 Action Setback Cost: 4

Duration: Maelstrom. The spell lasts as long the weapon participates in a conflict. It ends as soon as a few minutes

²¹⁹ Weapons that fight under their own volition are a common theme in mythology. These include the swords of the Nordic god Freyr and the Celtic god Nuada; the spear of the Celtic Lugh; the mace of the Mesopotamian god Ninurta; and the Slavic Samosek Sword. One even appears in the Grimms Fairy Tale of The Wishing Table, the Gold Ass, and the Cudgel in the Sack. In that tale, the magical cudgel would spring out of a sack when commanded by its owner, and attack as directed until ordered back into the sack.

pass since the weapon's previous use in a Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Range: Touch. The weapon will venture no more than 10 feet away from the caster.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a close combat weapon to be charmed. The Quality Level of the weapon limits the spell rank. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: Although any type of weapon may be so charmed, it has an Attack Bonus equal to the spell rank plus the weapon's Tempo. Like any normal weapon, it is capable of delivering its normal Basic Damage plus Internal Damage. However, it does not deliver additional Damage for Strength. (The caster may expend Guts points to ensure it strikes its target, if applicable.)

The weapon is fairly clumsy in its movement. Ordinarily, this would mean that it suffers from a Drawback when striking. However, the weapon is also hovering in the air, which means it almost always elevates itself a few feet to gain an Edge for height. Normally, this height Edge balances the Drawback it suffers from its clumsy movement. In low-ceiling environments, though, where the weapon can gain no such height Edge, its attack suffers from a Drawback.

Other Details: Once the spell is invoked, the caster has no control over the weapon. It will always attack any creatures threatening the caster. If numerous enemies encroach upon the caster, the weapon will attack a random target on every blow.

The weapon moves at a Speed equal to the caster's normal Speed, and always follows them. But, the weapon may rise into the air as if it had the Gift of Hovering.

The weapon has its own Actions, independent of the caster's. If the caster moves more than 10 feet away from the weapon, it will follow using its own Move action. If the caster moves so fast that the weapon cannot remain within 10 feet of them with a single Move action, it will forego attacking any enemies in order to take a second Move action to catch up with them.

The charmed weapon is capable of striking any creature requiring magic to hit. Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe effect on the weapon.

The weapon may be attacked. In such cases, it has a Defense and Stability as if it were being wielded by the caster in combat. Further, the caster may spend Guts points in preventing it from being struck, if applicable. Treat it as if it is a mook. That is, if it ever gets hit or fails a Conflict Roll, the spell immediately terminates and the weapon falls to the ground, but is otherwise unharmed.

Dedicate Dire Unworldly Weapon

Pagan Discipline Requirements: Judgment: 10

Description: This spell imbues a weapon with Metaphysical magic. When it strikes an Astral or Undead creature, white sparks flash at the point of impact.

Affected Area: One weapon Setback Cost: 4

Action Time: 1 Action Range: Touch

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Maelstrom. The spell lasts as long the weapon participates in a conflict. It ends as soon as a few minutes pass since the weapon's previous use in a Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Conflict Rolls: The weapon delivers an additional amount of Metaphysical Damage on every blow equal to one point per 2 spell ranks. Further, the Margin of the Attack Roll is delivered as Metaphysical Damage (rather than Internal Damage).

Other Details: If the weapon is a range weapon, the magic is conveyed to any projectiles shot or thrown by it. Finally, the weapon may strike any creature needing magic to hit.

Dedicate Weapon

Pagan Discipline Requirements: Judgment: 1

Description: This spell imbues a weapon with a weak magical aura.

Affected Area: One weapon Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Proximate. The spell remains in effect while the weapon is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Other Details: The aura does not alter the weapon's combat characteristics, other than allowing it to strike creatures requiring magic to hit. If the weapon is a range weapon, the blessing is conveyed to any projectiles shot or thrown by it.

Esus's Bloody Carnage

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Judgment: 7

Description: When this spell is invoked, the caster gains an unholy glee in mayhem and death.

Setback Cost: 4 Range: 0'

Action Time: 1 Action Conflict Rolls: None

Affected Area: Caster

Duration: Scheduled. The spell lasts up to one Round per spell rank, although the caster may cancel it at any time.

Casting Req.: Verbal. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: Any living creature directly slain by the caster with a melee weapon gives them a surge of dark energy which raises their Strength by 1 point for the duration of the spell. The more blood they spill, the greater their drive and thirst for battle. This effect has the potential of raising their Strength a maximum of 1 point per two spell ranks.

The magic of the spell does not affect the caster's Hit Points nor Speed, but does impact the Derived Attributes of Vigor and Brawn.

Exalt Brawling

Pagan Discipline Requirements: Judgment: 4

Description: This spell gives the target an Edge on all Strong-Arming Rolls. (See The Character Compendium for details on the Strong-Arming skill.)

Affected Area: One creature Range: Touch

Action Time: 1 Action Conflict Rolls: None

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: The spell applies to all skills defaulting to Strong-Arming as well, including Pummeling and Grappling.

Exalt Disarming

Pagan Discipline Requirements: Judgment: 4

Description: This spell gives the caster an Edge on all Disarming Opponents attempts. (See The Character Compendium for details.)

Affected Area: One creature

Other Details: None. Range: Touch

Action Time: 1 Action Conflict Rolls: None

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Exalt Maneuvering

Pagan Discipline Requirements: Judgment: 4

Description: This spell gives the caster an Edge on all Maneuvering attempts. (See The Character Compendium for details on the Maneuvering skill.)

Affected Area: One creature

Other Details: None. Range: Touch

Action Time: 1 Action Conflict Rolls: None

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Opportune + Willing. The spell lasts only as long

as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Extend Weapon Reach

Pagan Discipline Requirements: Judgment: 7

Description: This spell increases a melee weapon's Reach by 5 feet.

Affected Area: One weapon Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Proximate. The spell lasts while the weapon is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Other Details: A Medium-sized fighter wielding a Close-Combat weapon normally has a Reach of 5 feet. The same fighter wielding a Polearm normally has a Reach of 10 feet. With this spell, those Reach values increase to 10 and 15 feet, respectively.

The weapon's apparent size does not change. Rather, the wielder swings their weapon as normal. But, the weapon can actually strike a creature beyond its normal extent as if it were invisibly elongated.

Fettering Spiked Iron Balls

Pagan Discipline Requirements: Judgment: 9

Description: When this spell is cast on any Mace-and-Chain weapon, it effectively becomes an Entrapment Weapon.

Action Time: 1 Action Setback Cost: 4

Affected Area: 1 ball and chain weapon. Range: Touch

Duration: Proximate. The spell lasts while the weapon is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Material To invoke this spell, the caster must touch the weapon to be enchanted. The Quality Level of the weapon limits the spell rank. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this

case.

Conflict Rolls: The weapon's wielder attacks with it normally, as a melee weapon targeting Defense. And, any blow delivered by it inflicts its normal damage. However, when it strikes, the chain wraps around some appendage of the target and clings to it. In essence, the weapon thereafter acts very similar to a Lasso, albeit with a range only as long as the weapon's Reach.

While the Mace-and-Chain grasps the target, the weapon's wielder loses all Parry with the weapon, and must keep hold of it, or it will simply fall away. Further, they must make another Conflict Roll every Round (as a Melee Attack with their normal Attack Bonus vs. the target's Stability), or the target will escape the weapon's clutches. (Any such successful roll imposes Fettering Setback equal to one per two spell ranks plus the aggressor's Craftiness (if positive) plus the roll's Margin.

The weapon hinders the target while they are ensnared, giving it a Drawback on all actions involving Agility while the weapon holds it. However, the target has the following options during their turn:

- The target may attempt to jerk the weapon out of the assailant's grasp as an Assault Action. As both the target and attacker can move around, this isn't a pure Strength Check. Rather, the target and assailant pit their Levels and Strengths against each other. So, the target adds their Level and Strength to the roll, and pits it against a Threshold of 10 plus the assailant's Level and Strength. If the target succeeds, the assailant loses their grip on the weapon and sustains the Margin of the roll as Footing Setback.
- Alternately, the target may attempt to break the spell's grasp on its body as an Assault Action by attacking the chain. The grasp breaks if the chain sustains an amount of Damage equal to the spell rank, although the spell itself continues to persist for the duration. As it is attached to the target, the weapon's Defense is only a 10. However, note that these weapons are generally made from metal. Assume that a metal chain is Immune to Bleeding, Crushing, Dehydrating, Electrical, Freezing, Internal, Metaphysical, Petrifying, Puncturing, Scorching, Sonic, Starving, Suffocating, Sunshining, and Toxic Damage. Further, it is Resistant to Blunt, Cutting, and Chopping Damage, taking only half Damage from any such blows. (Note that the spell's hold temporarily breaks in this case, rather than the weapon itself.)

If the target's Fate Points fall to zero while ensnared, assume it is hopelessly wrapped up in the weapon's grasp, unable to escape without assistance. The weapon itself cannot be used in combat while it is binding the target. But, it may be dropped by its wielder at that point without the weapon losing its hold.

Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Forseti's Golden Axe

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Judgment: 6

Description: This spell transforms the axe wielded by the caster into a glittering golden weapon of justice.

Setback Cost: 4 Range: Touch

Action Time: 1 Action

Affected Area: One axe. The powers of the spell are effective only if the caster wields the weapon.

Duration: Proximate. The spell lasts while the weapon is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal. To invoke this spell, the caster must touch the axe to be enchanted. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: The axe gains an Edge when attacking any creature in the act of committing a crime

Note that the spell does not bestow on the axe's owner any ability to actually wield the weapon properly. It is up to the weapon's owner to properly prepare themselves for battle through vigorous training with the weapon.

The charmed weapon is capable of striking any creature requiring magic to hit. Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe effect on the weapon.

Fortitude

Pagan Discipline Requirements: Judgment: 4

Description: Fortitude temporarily gives the spell recipient more Hit Points.

Affected Area: One creature Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Duration: Proximate. The spell lasts while the caster is Proximate and the target has not fallen to 0 Hit Points. Although, the caster may cancel the spell at any time. While the spell is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Casting Req.: Verbal. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: The recipient temporarily gains a number of Hit Points equal to twice the spell rank. However, these are the last Hit Points used. The target gains the benefit of these Hit Points only after losing all of their normal Hit Points first. Thus, the spell allows a character to heroically battle on past what their normal endurance would allow. When the spell ends, the added Hit Points vanish. So, if at least some of the character's Hit Points have not been healed by that time, they will fall to 0 Hit Points, and suffer the consequences of their current Glory Status.

Note that the Hit Points that are added by this spell cannot, themselves, be healed. Once lost, they are lost permanently. What this means, though, is that any healing spells used on the spell recipient will target their actual wounds.

Multiple castings are not cumulative.

Heighten Agility

Pagan Discipline Requirements: Judgment: 6

Description: When desired, this spell provides the target with an Edge on Conflict Rolls involving Agility.

Affected Area: One creature Conflict Rolls: None

Action Time: 1 Action Range: Touch

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Casting Req.: Verbal, Gestural. The caster may invoke the spell on themselves while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: The target can delay the decision as to whether they are going to take advantage of this spell's benefits until after initially rolling dice on a given Conflict roll, in order to potentially improve the outcome after the fact.

Multiple castings are not cumulative.

Heighten Natural Ward

Pagan Discipline Requirements: Judgment: 2

Description: This spell provides a magical protection similar in affect to normal armor.

Affected Area: Caster Setback Cost: 4

Action Time: 1 Action Range: 0'

Conflict Rolls: None

Duration: Persistent. The spell lasts indefinitely, although they may cancel it at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Casting Req.: Verbal, Gestural. The caster may invoke the spell on themselves while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: The caster's Natural Ward increases by 1 per 2 spell ranks. So, +1 at 1st rank, +2 at 3rd, +3 at 5th, etc.

Unlike armor, this magical protection does not encumber the caster. Unfortunately, the spell does not work in conjunction with armor, so if the spell recipient is wearing such protection the largest Ward rating is used.

Heighten Strength

Pagan Discipline Requirements: Judgment: 6

Description: When desired, this spell provides the target with an Edge on Conflict Rolls involving Strength.

Affected Area: One creature Conflict Rolls: None

Action Time: 1 Action Range: Touch

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Casting Req.: Verbal, Gestural. The caster may invoke the spell on themselves while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: The target can delay deciding whether they are going to take advantage of this spell's benefits until after

initially rolling dice on a given Conflict roll, in order to potentially improve the outcome after the fact.

Multiple castings are not cumulative.

Ishtar's Lion Steed

Cultural Restrictions: The caster must be a priest of the Mesopotamian mythos.

Pagan Discipline Requirements: Judgment: 1

Description: This spell enlarges and strengthens a feline to serve as the caster's steed, temporarily giving it the stats of a Lion (Large Cat). The cat's size enlarges so that its shoulders stand at about the height of a normal riding horse's.

Affected Area: A single cat. Setback Cost: 4

Casting Req.: Verbal, Gestural Range: Touch

Action Time: 1 Action Conflict Rolls: None

Duration: Proximate. The spell lasts while the cat is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: To determine the stats of the cat while under the influence of this spell, look up Common Cat in The Tome of Terrors, and use the stats for the Large example having the highest Level less than or equal to the spell rank.

The spell cannot conjure a beast to act as the caster's steed. Neither does it give the caster any form of control over the feline that they did not already possess. In fact, it is quite unwise to invoke this spell on any cat that does not already view the caster as its master. Any cat that is friendly to the caster will allow them to climb onto its back and ride, however. The feline acts as a superb war steed but serves nobody other than the caster in this manner.

Marduk's Blade of Dragon Slaying

Cultural Restrictions: The caster must be a priest of the Mesopotamian Mythos.

Pagan Discipline Requirements: Judgment: 8

Description: This spell enchants a bladed weapon to become the bane of dragon-kind.

Setback Cost: 4 Range: Touch

Action Time: 1 Action Conflict Rolls: None

Affected Area: One bladed weapon (sword, axe, arrow, etc.).

Duration: Proximate. The spell lasts while the weapon is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal. To invoke this spell, the caster must touch the weapon to be enchanted. If they enchant their own weapon, they may invoke the spell while participating in combat without the penalties associated with spell-casting in battle.

Other Details: The weapon will cut through the toughest dragon scales with ease. In fact, no dragon has the advantage of its protective skin against a weapon charmed with Marduk's Blade of Dragon Slaying. Any blow delivered by the weapon automatically forgoes the Ward capabilities of such armor. Even armor worn by a humanoid that is fashioned from dragon's skin is vulnerable to this charm.

The charmed weapon is capable of striking any creature requiring magic to hit. Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Plentiful Pellet Pouch

Pagan Discipline Requirements: Judgment: 8

Description: This spell charms a pouch to continually conjure sling bullets, in order to maintain a fresh supply for its possessor.

Affected Area: One pouch Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Duration: Proximate. The spell lasts while the pouch is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the pouch must be treated as a magic item when considering its possessor's Magic Limit. Similarly, the projectiles conjured by the spell fade away at the end of the spell duration.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the pouch they wish to charm. The Quality Level of the pouch limits the spell rank. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: Upon casting, the pouch must contain only a single sling bullet whose basic form (Size Category, and type) is duplicated by the spell. The pouch will also do its best to match the Quality Level of the initial bullet, but the Quality Levels of the conjured pellets are limited to the spell rank. The spell cannot duplicate any magical qualities of the initial bullet, however.

While the spell is in effect, the initial pellet cannot be drawn from the pouch. Any others that are drawn will be replaced at a rate of 1 per Round until the pouch is full.

The conjured projectiles are magical. So, they can strike creatures that can only be struck by magic weapons.

Repair Armor

Pagan Discipline Requirements: Judgment: 6

Description: This spell repairs a single point of damage on a piece or suit of armor.

Affected Area: 1 Armor Setback Cost: 4

Duration: Instantaneous Range: Touch

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Other Details: This spell can only work if its spell rank equals or exceeds the Quality Level of the armor.

Damage to armor is normally felt in the form of reduced Ward (and is listed as a possible consequence on the Guts and Glory Tables in The Rules Reference). So, damaged Leather Armor may have a Ward of only 1 or even 0. Each casting will repair one such point of damage, thus increasing the armor's Ward. This spell cannot raise the armor's Ward above its normal value when undamaged.

Returning Weapon

Pagan Discipline Requirements: Judgment: 8

Description: This spell charms a thrown or shot weapon (such as an arrow or bolt) so that it flies through the air to return to its user's hand after it strikes a blow or lands on the ground.

Affected Area: One thrown or shot weapon.

Action Time: 1 Action to cast the spell; A weapon that has returned to its user via this spell is considered to be At Hand, and therefore requires no Action for its user to grab hold of it.

Conflict Rolls: None Range: Touch

Setback Cost: 4

Duration: Proximate. The spell while the caster is Proximate to the weapon, although they may cancel it at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit..

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must touch the weapon they wish to charm.

Other Details: While returning, the weapon moves under its own volition at a Speed of 80.

While charmed, the weapon may strike creatures that are only hit by magic weapons.

Stone Fist

Pagan Discipline Requirements: Judgment: 3

Description: This spell makes the caster's fists as hard as stone.

Affected Area: Caster. Setback Cost: 4

Action Time: 1 Action Range: 0

Casting Req.: Gestural. The caster must kiss their closed fists. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Conflict Rolls: While this spell is in effect, the caster delivers additional Blunt Damage with their Punches equal to 1 per 2 spell ranks.

Further, the spell counts as a Woe Effect. As such, it automatically fails if the caster already a Woe Effect.

Thor's Thundering Hammer

Pagan Discipline Requirements: Judgment: 13

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Description: This spell charms a hammer with abilities similar to Thor's own weapon. It also endows the caster with the ability to throw the hammer, provided they are physically strong enough to wield it normally as a hand held weapon.

Action Time: 1 Action Setback Cost: 4

Affected Area: The caster and a single hammer.

Duration: Maelstrom. The spell lasts as long the weapon participates in a conflict. It ends as soon as a few minutes pass since the weapon's previous use in a Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Range: Touch. When thrown, the hammer has double the normal Range of a Throwing Hammer of its size.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess the weapon to be charmed. Its Quality Level limits the spell rank. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Conflict Rolls: When thrown, the caster's Attack Bonus with the weapon equals the spell rank plus the caster's Acumen plus the weapon's Tempo. If wielded normally, the caster uses their normal Attack Bonus with the weapon.

When it strikes, the hammer emits a shower of electrical sparks (whether the hammer is thrown or not). When this happens, the target sustains additional Electrical Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin. When thrown, the hammer also produces a thundering crash in addition to the sparks. Anyone within 5 feet of the struck target sustains Sonic Damage equal to 1 per 2 spell ranks from the thundering boom.

Other Details: When tossed at an opponent from a range, the weapon will strike (or not) and then return to the thrower's hand via a gentle tumbling arc.

During its relatively ponderous return trip to the caster's hands after a throw, the hammer may be intercepted. To do so, the itchy-fingered individual must make a Trickery Roll with Acumen adjustments against a Threshold equal to 10 plus the spell rank. Success indicates they have grabbed it. However, anyone touching the crackling weapon is susceptible to its periodic pyrotechnics. As soon as the hammer is dropped, it will resume its homeward course.

The charmed weapon is capable of striking any creature requiring magic to hit. Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Trumpet of Doom

Pagan Discipline Requirements: Judgment: 13

Description: Any enemy of the caster sounding a Trumpet of Doom quakes at the awesome power of their deity. Anyone ultimately succumbing to this note runs for their lives.

Setback Cost: 10 Range: 0'

Action Time: 1 Assault Action

Affected Area: Trumpet of Doom affects any living hearing creature within 40 feet that recognizes the caster as an enemy.

Duration: Maelstrom. The effects of the spell last until the end of the current scene. Once invoked, the spell cannot be canceled by the caster.

Casting Req.: Gestural, Material. To invoke this spell, the caster must blow a resounding note on a horn engraved with their holy symbol. The Quality Level of the trumpet limits the spell rank.

Conflict Rolls: Allow each affected creature an Avoidance Roll with Heart Adjustments. The Threshold that must be overcome equals 10 plus the spell rank plus the caster's Heart. Failure indicates the target becomes Fearful of the caster. Further, they sustain Dreadful Setback equal to 1 per spell rank plus the roll's Margin. If a target's Fate Points fall to zero as a consequence, it gains the Frightened Condition, and will flee the battle for the remainder of the Scene.

Divination Spells

Alvis's Insightful Phrase

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 5

Description: This spell reveals a short phrase describing some aspect of the targeted item to the caster. Generally, the phrase is of only a few words.

Affected Area: One item. Setback Cost: 6

Duration: Instantaneous. Action Time: 1 minute

Casting Req.: Verbal Range: Touch

Conflict Rolls: None

Other Details: If the targeted item is magical, the spell may reveal a command word that triggers the item's power or the name of some spell that the item holds. If the item is legendary, the name of its heroic owners may be uncovered. Of course, if the item has a name of its own then this spell is likely to expose it.

When a priest first invokes this spell, the Overlord should make a list of all of the pertinent phrases that might be revealed about the item. Every time the spell is cast, they should randomly choose a phrase from this list that has not yet been discovered and verbalize it to the caster.

Atoning Guidance

Pagan Discipline Requirements: Observance: 5

Description: This spell informs the caster what actions a petitioner (the target) must undertake to lift a curse or disease afflicting them (which is usually assumed to exist because the petitioner transgressed against the gods in some way). The atonement may be anything from humbly repenting before a statue of a specific god to slaying a demigod²²⁰.

Affected Area: One individual Setback Cost: 6

Duration: Instantaneous Action Time: 1 minute

Casting Req.: Verbal Range: Touch

Conflict Rolls: None

Other Details: This spell works on both diseases and curses, whether they are physical or spiritual (see the [Character Conditions](#) section of [The Rules Reference](#) for details on curses and diseases).

The Overlord should decide what actions are appropriate to lift a given affliction. For example, a character with a Curse of Insomnia may learn that they must bring a group of local bandits to justice to get the sleep they so desperately crave. In general, the atonement should involve bravery and/or real sacrifice on the part of the afflicted individual, and should provide a reasonably clear course of action. (Cryptic riddles are not appropriate here.)

The petitioner need not accomplish the deeds single-handedly, but they must be a key participant in their fulfillment. Additionally, the required actions will often provide some benefit to the priest's religion and/or the society in which they live, although this is not always the case.

If the target has multiple curses and/or diseases afflicting them, a separate atonement is required for each.

Once the gods (aka the Overlord) are satisfied that the required actions have been performed, the specified affliction will automatically cease.

Augury

Pagan Discipline Requirements: Observance: 2

Description: With this spell, the caster interprets omens sent by their deity in answer to a question. The question must be answerable with either a simple 'yes' or 'no'. This spell gives no further specific details.

Affected Area: Caster Setback Cost: 6

Duration: Instantaneous Action Time: 1 minute

Casting Req.: Verbal, Gestural Range: 0'

Conflict Rolls: This method of divination is not foolproof. The divining spell-caster must make a Spell Roll with Perception adjustments against a Threshold of 15. (This should be a Hidden Roll, rolled by the Overlord.) A failed roll indicates they misinterpreted the deity's omen or have failed to see it altogether. A Natural Failure on the roll indicates the caster interprets the omen incorrectly getting a wrong answer. Otherwise, they simply gain no insight at all.

²²⁰ The Greco-Roman hero Heracles undertook his famed Twelve Labors in order to atone for having murdered his own wife and children (due to a madness imposed on him by Hera).

Bastet's Cat Eyes

Cultural Restrictions: The caster must be a priest of the Egyptian mythos.

Pagan Discipline Requirements: Observance: 9

Description: Bastet's Cat Eyes temporarily transforms the target's eyes into those of a feline.

Affected Area: 1 Creature Setback Cost: 4

Casting Req.: Gestural Range: Touch

Action Time: 1 Action Conflict Rolls: None

Duration: Proximate. The spell persists as long as the target is Proximate to the caster, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: While under the influence of this spell, the target is given the Gifts of Night Vision and Motion Sensitivity. (Night Vision and Motion Sensitivity are both detailed in The Character Compendium.)

Bolster Disbelief

Pagan Discipline Requirements: Observance: 1

Description: This spell allows the caster to more easily penetrate the trickery of phantasm illusions.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 0'

Action Time: 1 Action

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The magic of the spell gives the caster an Edge on any Disbelief attempts against Phantasms (illusions that can be disbelieved). Of course, the caster must still explicitly state that they are attempting to Disbelieve an illusion to have any chance of success. As always, the Overlord should make the roll to prevent any clues concerning the illusion's true nature.

Cognizance

Pagan Discipline Requirements: Observance: 4

Description: Upon casting this spell, the priest can see their surroundings in a complete 360 degree arc. This gives them an Edge on all Initiative Rolls involving Surprise. As such, if any character in a group is affected by Cognizance, the entire group's Surprise Roll gains this benefit.

Affected Area: Caster Action Time: 1 Action

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 4

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: Multiple castings are not cumulative.

Commune

Pagan Discipline Requirements: Observance: 15

Description: This allows a devout Pagan priest to converse with one of the deities of the pantheon to which they have devoted their faith. In doing so, the priest must state the name of the god with which they wish to speak and ask questions. The deity is not pressured to answer any questions correctly or give any answers at all. They may even be unable to answer, although they probably won't admit it. Gods are not omnipotent, nor omniscient.

Setback Cost: 2 per minute Conflict Rolls: None

Affected Area: Caster Range: 0'

Action Time: 1 minute

Duration: Fixated. The caster may continue to converse with the deity as long both the caster and deity wish to do so. (But, the gods are busy folk and are annoyed easily. So, brevity is advised.) Further, if the caster casts other spells or performs other actions while conversing, or stops paying the required Setback Cost, the spell immediately terminates.

Casting Req.: Verbal, Gestural. Although it is not required, the caster is advised to sacrifice some valuable item to indicate recognition concerning the gravity of personally pestering one's lord and master.

Other Details: Gods expect extremely good reasons to be contacted in this way. Priests bothering their deities more than once or twice a year with this spell tend to die young.

Death Perception

Pagan Discipline Requirements: Observance: 5

Description: Death Perception enhances the caster's sensitivity to the sickly sweet odor that always accompanies the dead and the undead.

Affected Area: Caster Setback Cost: 4

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Verbal, Gestural

Range: 10 feet per Observance rank

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Whenever a corpse or undead creature comes within range of the spell, the caster is entitled to a Spell Roll with Perception adjustments against a Threshold equal to 10 plus the Level of the undead. Success indicates they smell the light odor of undeath, and can distinguish this odor from that of true death. Thus, they can distinguish between a zombie and a lifeless rotting corpse. The spell does not give any indication where the aroma originates nor does it give the caster the ability to 'see' ghosts and spirits that are otherwise invisible. However, the stench will grow stronger as the living corpse or specter approaches. The same is true as more and more nightmarish creatures enter within the caster's sensory range.

Elicit Astral Sense

Pagan Discipline Requirements: Observance: 10

Description: This spell temporarily augments the caster's ability to see with Astral Sense. Thus, they are able to see all creatures possessing spirits in complete darkness, even if the darkness is magically produced. This includes non-corporeal creatures, such as ghosts and specters, even if they are currently invisible.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Astral Sense (see The Character Compendium for details). Note that Astral Sense allows the caster to see other creatures having spirits, and the areas immediately surrounding them, in addition to whatever other Vision type they possess (Day Vision, Night Vision, etc.). It does not

allow them to see anything more than a short distance from such creatures. However, any such creature will be easily spotted, as they will essentially be viewed as having a spotlight on their location.

Elicit Dark Vision

Pagan Discipline Requirements: Observance: 9

Description: This spell temporarily gives the caster the ability to see well in total darkness, assuming the darkness is not magically produced.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Dark Vision (see The Character Compendium for details).

Elicit Day Vision

Pagan Discipline Requirements: Observance: 3

Description: This spell temporarily gives the caster the ability to see subtle hues of color that they would otherwise be unable to discern (if they don't already have Day Vision). Unfortunately, this ability severely reduces what they can see in the dark.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Day Vision (see The Character Compendium for details).

Elicit Echolocation

Pagan Discipline Requirements: Observance: 9

Description: This spell temporarily gives the caster the ability to see well in total darkness and in fog.

Affected Area: Caster Setback Cost: 4
Casting Req.: Verbal, Gestural Range: 0'
Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Echolocation (see The Character Compendium).

Elicit Heat Vision

Pagan Discipline Requirements: Observance: 5

Description: This spell temporarily gives the caster the ability to see hot-blooded creatures in complete darkness, unless the darkness is magically produced.

Affected Area: Caster Setback Cost: 4
Casting Req.: Verbal, Gestural Range: 0'
Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Heat Vision (see The Character Compendium for details).

Elicit Keen Hearing

Pagan Discipline Requirements: Observance: 3

Description: This spell temporarily makes the caster highly perceptive to sound.

Affected Area: Caster Setback Cost: 4
Casting Req.: Verbal, Gestural Range: 0'
Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Keen Hearing (see The Character Compendium for details).

Elicit Keen Smelling

Pagan Discipline Requirements: Observance: 4

Description: This spell temporarily makes the caster highly perceptive to odors.

Affected Area: Caster Setback Cost: 4
Casting Req.: Verbal, Gestural Range: 0'
Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Keen Smelling (see The Character Compendium).

Elicit Motion Sensitivity

Pagan Discipline Requirements: Observance: 4

Description: This spell temporarily makes the caster highly perceptive to motion.

Affected Area: Caster Setback Cost: 4
Casting Req.: Verbal, Gestural Range: 0'
Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell temporarily gives the caster the gift of Motion Sensitivity (see The Character Compendium).

Elicit Night Vision

Pagan Discipline Requirements: Observance: 6

Description: This spell temporarily gives the caster the ability to see well in very low-light conditions.

Affected Area: Caster. Setback Cost: 4
Casting Req.: Verbal, Gestural Range: 0'
Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: While under the influence of this spell, the caster's night vision is superb. They can clearly see shades of grey in nearly total darkness as the gift of Night Vision (see The Character Compendium for details).

Empathy

Pagan Discipline Requirements: Observance: 2

Description: Empathy allows a priest to personally feel the emotions of those around him.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Action

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The caster may empathize with one person every Round. Once per Round, the caster may target a different creature with which to empathize. To do so, they must make a Spell Roll using their Observance rank and Perception Adjustments against a Threshold of 10 plus the target's Level. If successful, the caster feels the frustration, anger, lust, envy, pride, joy, sorrow, and/or other emotions of the target. This spell does not read exact thoughts, only their general emotional thrust.

While this spell is in effect, the caster gains an Edge on all Banding Words rolls.

Eye of the Graeae Witches

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Observance: 11

Description: This spell charms a Large-sized Moonstone gem with magic that grants its user Astral Sense (see The Character Compendium for details).

Action Time: 1 minute Setback Cost: 10

Conflict Rolls: None

Affected Area: One Large-sized Moonstone gem.

Duration: Proximate. The spell lasts as long as the gem remains Proximate to the caster, although they may cancel the spell at any time. Anyone may use the gem as often as desired, for as long as desired. However, its possessor must treat it as a magic item when considering their Magic Limit.

Range: The caster must touch the gem to charm it. To gain the Astral Sense bestowed by the gem, the user must touch it to their head.

Casting Req.: Verbal, Gestural, Material. This spell needs a Large Moonstone, whose Quality Level limits the spell rank.

Other Details: The viewpoint of the magically bestowed sight is from the perspective of the gem itself, as if the user had a third eye. The sense remains even if the user closes their own eyes.

Divinatory powers (i.e. Heighten Perception) may be used successfully through the gem, although the Quality Level of the gem limits the spell rank of any such spells divining through it.

Foresight

Pagan Discipline Requirements: Observance: 8

Description: Foresight answers one question about the near future.

Affected Area: Caster Setback Cost: 6

Duration: Instantaneous Action Time: 1 minute

Casting Req.: Verbal, Gestural Range: 0'

Conflict Rolls: When the spell is cast, the Overlord must make a hidden Spell Roll using the caster's Observance rank with Perception Adjustments against a Threshold of 15. Success indicates the caster learns the most likely outcome of their actions. Of course, the Overlord will rarely know the exact fate of the characters. The spell provides only the end link of the most likely chain of events. Failure shows that the caster gleans no useful information.

Other Details: When they invoke the spell, the caster must have a definite course of action in mind. The caster 'sees' into the future the eventual outcome of their planned actions. The eventual outcome must lie within 6 hours per Observance rank from the time of casting.

Gemstone of Sagacity

Pagan Discipline Requirements: Observance: 11

Description: This miraculous spell creates a pagan relic from a gemstone, bestowing upon its possessor an enhanced awareness of their surroundings.

Action Time: 8 hours Setback Cost: 22

Conflict Rolls: None Range: Touch

Duration: Enduring. The spell charms the gemstone Enduringly. As such, its possessor must treat it as a magic item when considering their Magic Limit.

Affected Area: The spell charms a sapphire to aid the followers of the caster's deity. The gem aids any such follower that possesses it.

Casting Req.: Verbal, Material. This spell requires the caster to possess a polished gemstone. The Quality Level of the gem limits the spell rank.

Other Details: A Gemstone of Sagacity grants the possessor an Edge on all Conflict Rolls involving Perception. Only a single such sapphire is effective at a time for a given individual.

Heighten Perception

Pagan Discipline Requirements: Observance: 6

Description: When desired, this spell provides the target with an Edge on Conflict Rolls involving Perception.

Affected Area: One creature Conflict Rolls: None

Casting Req.: Verbal Range: Touch

Action Time: 1 Action

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Other Details: The target can delay the decision as to whether they are going to take advantage of this spell's benefits until after initially rolling dice on a given Conflict roll, in order to potentially improve the outcome after the fact.

Multiple castings are not cumulative.

Hera's Peacock Feathers

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Observance: 9

Description: This spell charms a pair of peacock tail-feathers with the divine sight of Hera's faithful watchman Argos. Whenever the possessor of one plume peers into the eye of their feather, they see the scene at the location of the twin tail-feather. Their vantage point is as if their eye were located at the end of the other charmed feather.

Action Time: 8 hours Setback Cost: 6

Conflict Rolls: None

Affected Area: Two tail-feathers of a peacock.

Duration: Enduring. Once charmed, the peacock feathers must be treated as magic items when considering its possessor's Magic Limit.

Range: In invoking the spell, the caster must touch both peacock feathers. Once charmed, distance does not limit the spell's effectiveness. The spell can even see across dimensions.

Casting Req.: Verbal, Gestural, Material. The caster must possess two tail-feathers taken from a peacock. The Quality Level of the feathers limits the spell rank.

Other Details: Spells that enhance the viewer's sight will work through the twin plumes as normal. However, their spell rank is limited by the Quality Level of the peacock feathers.

Magic Sight

Pagan Discipline Requirements: Observance: 1

Description: Magic Sight allows the caster to see the magical aura radiated by magic items, spells, runes, and potions.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The caster may judge varying intensities of magic. Thus, an occultist's wand casting at 12th spell rank radiates a brighter magical aura than one that casts at 10th. However, to do so, the player must explicitly state that they are concentrating on sensing magical auras.

Mimir's Farseeing Reflection

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 14

Description: This spell summons an image to a calm body of fresh water such as a spring or brook. The scene is generated as a reflection on the waters, so finding a smooth-flowing stream is essential. The caster may view any distant person, object or area desired with little risk of failure.

Remember that written text, maps, and pictures may be difficult to decipher since their reflected images are always inverted.

Action Time: 5 minutes Setback Cost: 6

Range: The caster may scry to any distance up to 200 miles away. Certain obstructions, such as lead shielding, 100 feet of rock, Hexagrams, Tetragrams, and Trigrams, make it impossible to divine an area.

Affected Area: One pool of water. The spell allows the caster to summon an image of a far-away subject to a distance of roughly about the average width of a kingdom in the game world. The targeted subject may be any named item, person, or creature. Once contact is made, the caster can see the area surrounding the subject in a 20 foot radius. Even if the target

moves, the image tracks it until the spell expires. Those standing near the caster may also view the summoned scene.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Casting Req.: Verbal, Gestural, Material. The caster must know its name. The caster can only invoke the spell over the calm waters of a fresh water spring, creek, or river.

Conflict Rolls: If a Sapient creature is scried, the Overlord should make a Hidden Avoidance Roll with Perception Adjustments against a Threshold of 10 plus the spell rank. Success indicates the target senses that they are being "watched".

Other Details: Although the spell is not limited by range, it cannot cross dimensional boundaries or scry magically protected areas. In addition, the magic cannot penetrate more than 50 feet of solid rock or one-quarter inch of lead shielding.

Divination powers (i. e. Magic Sight) may be used successfully through Mimir's Farseeing Reflection. However, no spell can be cast through the pool that directly affects the viewed area. Thus, a priest cannot spy on a far-off enemy and tear them to pieces by calling down lightning bolts from the heavens. Indeed, they cannot even illuminate the dark room in which their quarry sleeps.

Nannar's Turban of Night Vision

Cultural Restrictions: The caster must be a priest of the Mesopotamian Mythos.

Pagan Discipline Requirements: Observance: 9

Description: This miraculous spell enchants a turban to grant the wearer the ability to see clearly at night.

Action Time: 8 hours Setback Cost: 22

Range: Touch Conflict Rolls: None

Affected Area: The spell charms a turban to aid the followers of the caster's religion. The headdress aids any such follower that wears it.

Duration: Enduring. The charmed turban must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Material. This spell requires the caster to possess a lapis lazuli gemstone having a crescent shaped gold vein and a white silk turban. The gemstone is used as a clasp on the wearer's forehead to hold the turban in place. The Quality Level of the materials limits the spell rank.

Other Details: The turban has the appearance of a normal high quality turban. Anyone wearing it gains the Gift of Night Vision.

If the wearer is an actual pagan priest of the Mesopotamian mythos, the turban glows faintly. It illuminates the surrounding area with soft moonlight, sufficient to allow a character with Night Vision to see to a distance of 5 feet per

spell rank. (Characters with Day Vision can see to half this distance.)

Odin's Premonition of Battle

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 7

Description: This spell gives the caster foreknowledge of one of the target's future important battles.

Affected Area: One creature. Setback Cost: 6

Casting Req.: Verbal, Gestural Action Time: 1 minute

Conflict Rolls: None

Duration: Instantaneous. The premonitions obtained from the spell pertain to the next face-to-face battle against a named character (person or creature) that the target encounters. It does not matter whether that happens within a minute, an hour, a week, a year, or even a decade. Once that battle commences, the premonition applies to the entire battle.

Range: The target of the spell must be within 20 feet when the premonition is performed. Thereafter, there are no range limits.

Odin's Premonition of Battle Table

Roll	Temporary Trait
1	You will take issue with a comrade.
2	You will battle your own pride.
3	You will make a great sacrifice.
4	You will suffer a great loss.
5	You will look Death in the eye.
6	You will fight your own demons.
7	You will battle with clever deceit.
8	You will win by losing.
9	You will stumble, but rise again.
10	You will encounter your true love.
11	You will show mercy.
12	You will seize your own destiny.
13	You will battle your greed.

Odin's Premonition of Battle Table

Roll	Temporary Trait
14	You will battle your anger.
15	You will envy a comrade.
16	You will be chivalrous.
17	You will be brutal.
18	You will experience great joy.
19	You will experience great sorrow.
20	You will show great bravery.

Other Details: The target gains insights into their next battle against a named character. Scattered, dreamlike visions of the battle periodically drift through the target's mind. When that battle occurs, the target gets an eerie feeling that they have lived through the battle before. As such, throughout the entire scene, the target gains an Edge on all face-to-face melee rolls against the first named opponent engaged in combat.

Further, at the time the premonition is made, the Pagan priest casting the spell will foretell how the target will behave in the battle. They will make a statement out loud that will act as a Temporary Trait for the target during the battle. The caster's player may come up with an appropriate Temporary Trait on their own. Or, they can roll a d20 and consult the Odin's Premonition of Battle Table.

Right before the battle, whatever the Pagan priest foretold will ring in the target's mind.

Of course, the target's player may completely ignore the foretelling, if they choose. But, acting it out may provide Guts refreshes during the battle.

Reveal Curse

Pagan Discipline Requirements: Observance: 7

Description: This spell informs the caster whether the target is cursed or not. If it is, the spell reveals the type of curse(s) placed on it. (The various Cursed Conditions are listed in the Character Conditions section of The Rules Reference.)

Affected Area: 1 item or creature Setback Cost: 5

Casting Req.: Verbal, Gestural Range: 80 feet

Duration: Instantaneous. Action Time: 1 Action

Conflict Rolls: None.

Other Details: The magic of the spell informs the caster of any curse, or any magic that imposes a curse. (If the target is not cursed, the spell informs the caster of this fact.)

If the spell targets an item, the spell reveals if the target has any magic on it that masks the discovery of some of its magical properties (such as through the Occult spell Embed Concealment). Further, if the item can impose a curse, it reveals the conditions that will trigger it to do so.

If the spell targets a creature that suffers from a curse, it reveals the conditions that must be satisfied to be rid of it.

Reveal Invisibility

Pagan Discipline Requirements: Observance: 7

Description: Reveal Invisibility allows the caster to see invisible objects or creatures.

Affected Area: Caster Setback Cost: 4

Casting Req.: Gestural Range: 40 feet

Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell imparts no ability to find secret doors, traps, or any such normally hidden objects. Nevertheless, it does reveal magical invisibility, such as that of spells such as Flaunt Invisibility and Prime Shroud of Apt Invisibility, Flaunt Shadow Form, and Provide Apt Chameleon's Gamble. In fact, it discovers any magical spell hiding others from view.

Reveal Qualified Powers

Pagan Discipline Requirements: Observance: 1

Description: This spell informs the caster of the targeted item's magical characteristics.

This spell works by allowing the caster to converse with the spirit bound to the magical item by whatever charm or enchantment created it. Most such spirits are ambient elementals. Such spirits have limited intelligence and so cannot offer 'opinions' about the best way to use the item. They cannot even describe how the item was used in the past. They can only respond to questions that pertain to the spells and charms contained within the item. All such questions must be answerable with a short phrase (i.e. "the item casts Invoke Fell Sunbeam", "it is triggered by the command word 'kablam', etc.).

Note that some cursed magic items have imps or other malicious spirits bound to them to administer the item's services, rather than elementals. While ambient elementals do not even understand the concept of a 'lie', imps and other demons are expert in this area. This spell bestows no immunities against curses on any item so the caster must remain wary.

Affected Area: One item, whose Quality Level is less than or equal to the spell rank.

Setback Cost: 2 per minute Conflict Rolls: None

Casting Req.: Verbal, Gestural Action Time: 1 minute

Range: Touch.

Duration: Fixated. This spell lasts until the caster loses concentration on it, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: To work, the spell rank must be equal to or higher than the Quality Level of the item being examined.

While nearby witnesses can hear the caster asking questions, only the caster hears the responses.

Urania's Precognition of Luck

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Observance: 6

Description: This spell gives the caster foreknowledge of the target's future luck.

Affected Area: 1 creature. Setback Cost: 6

Casting Req.: Verbal, Gestural Action Time: 1 minute

Range: The target of the spell must be within 20 feet when the spell is cast. Thereafter, there are no range limits.

Duration: Instantaneous. The premonitions obtained from the spell are good for no more than one week's time.

Conflict Rolls: The caster gains insights into what the target's next group of Conflict Rolls will be. When the spell is used, roll a d20 a number of times equal to the Observance rank of the caster and write down the results. Thereafter, whenever the target initiates an action requiring a Conflict Roll, use the next unused number in the list instead of rolling the dice. (Note that these pre-rolled numbers are only used on actions that the character instigates, not on actions initiated against them. So, they are used when the character makes an Attack Roll, but not when defending against one.)

Whether the rolls are good or bad, the target must use all of the numbers on the list before they resume rolls normally. However, the target is free to choose the skills and abilities they use these preordained rolls on. Further, if there are multiple foes to overcome, they are free to choose what rolls they are going to apply on each opponent in order to maximize their effectiveness.

When the spell duration expires, any remaining predetermined rolls are simply lost.

Harmony Spells

Animate Prosthesis

Pagan Discipline Requirements: Fortune: 7

Description: This spell animates a limb sculpted from stone, metal, or wood, such that it can be used as a prosthesis for a character who has had a limb severed from their body.²²¹

Action Time: 8 hours Setback Cost: 22

Affected Area: 1 prosthesis. Range: Touch

Conflict Rolls: None

Duration: Enduring. Since the prosthesis is permanently magicked, it must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The spell requires a limb sculpted from stone, metal, or wood. A limb taken from a suit of armor or broken off from a statue can work perfectly well as a prosthesis (which explains the Venus de Milo). Since the prosthesis automatically conforms to the user's shape, any jagged edges by the break will automatically smooth out.

Other Details: When placed against a living stump of a severed limb, the prosthesis will automatically conform itself to its shape and grab hold of it. The limb will thereafter move as if it were a normal extension of the creature to which it is attached, until it is removed. It may be removed and reattached by the user as often as desired at their discretion. If removed, the prosthesis retains its magic, but returns to a hard, lifeless state until it is reattached.

The prosthetic has a remarkable ability to adapt to its user's needs, in both size and shape. A prosthetic arm can transform itself into a left arm or right, as needed. A prosthetic leg can similarly transform into a left or right leg. The same prosthetic arm can be used by creatures whose arms have been cut off at the wrist, elbow, or shoulder. The same prosthetic leg can be used by creatures whose legs have been lost at the ankle, knee, or hip. Finally, a prosthetic arm can decrease its original Size Category to conform to its user's body. So, a Medium-sized prosthetic arm can fit itself to a Medium-sized human or a Tiny-sized Sprite. When removed, though, it will revert to its natural size.

Any punch performed with a prosthetic hand or arm, and any kick performed with a prosthetic foot or leg delivers an additional 1 point of Blunt Damage.

The prosthesis provides its user with a sense of touch, but not of pain.

The Quality Level of the limb has no impact on its usability in most situations. However, the prosthesis creaks, groans, squeaks, and/or grinds as it moves. A low Quality Level prosthesis emits more noise than a higher quality one. As such, any time a prosthetic limb is used in a skill defaulting to Sneaking, that skill's rank is limited by the limb's Quality Level. For example, suppose a character is 7th rank in Urban Stealth, but has a 4th Quality Level prosthetic leg. In that case, any time they use Urban Stealth, they will be limited to 4th rank in that skill. On the other hand, a character with a prosthesis gains the Trait, "my prosthesis makes noise", and may therefore gain Guts Refreshes when other players recognize that they bring this fact into play.

Finally, the prosthetic may be imbued with one additional magical power, as the Ritual spell Consecrate Siphoning Relic, with one caveat: the power it possesses is restricted to a single spell having an Affected Area of either Caster or 1 Creature, whose magic always targets the creature to which the prosthesis is attached. Any spell it casts will immediately terminate if the prosthesis is removed.

Anu's Way

Cultural Restrictions: The caster must be a priest of the Mesopotamian mythos.

Pagan Discipline Requirements: Fortune: 12

Description: Anu's Way causes a shimmering portal to a starry road to appear before the caster. They and their companions are granted access to this astral road maintained by Anu. It is the same starry path that can be viewed in the celestial vault every evening known as the "Milky Way." Once the destination is stated and they step through the portal, all earthly scenes slowly fade to an absolute black. The only images piercing the darkness are the lights of stars and nebulae. The road itself seems made of countless pinpoints of twinkling light.

Action Time: 20 Minutes Setback Cost: 14

Conflict Rolls: None

Casting Req.: Verbal, Gestural.

Affected Area: Up to 1 creature per spell rank

Duration: Proximate. The spell lasts as long as a creature remains Proximate to the caster, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Range: The caster must initially touch all participants.

Other Details: The road is capable of transporting the caster and their party between any two worldly locations. The sparkling highway is unhindered by mountain, ocean, or storm. It will provide passage for the travelers to within 1d20 miles of their desired location.

221 In the Grimms Fairy Tale, The Girl without Hands, a young girl's hands are cut off by her father, at the insistence of the Devil as punishment for his foolishness. Later, her hands are replaced by silver ones by a king who falls in love with her and marries her.

Anu and their armies generally protect the road. However, even Anu cannot guard against all threats. The travelers should be prepared to encounter astral beings of both friendly and hostile nature. Demons, ghosts, and elementals are all known to use the trail.

The caster, their companions, and any accompanying livestock must be able to carry their equipment personally. The spell provides access to the road, but does not, itself, move the travelers. Rather, those traveling the road must walk or ride the illuminated path.

The road will always take the travelers in a straight line toward their destination. If any traveler steps off the path at any time before reaching their final destination, they will find themselves re-appearing in the worldly domain. They will have moved a distance corresponding to the amount of time they spent traveling the road.

Those walking on the heavenly path will move at a worldly rate of 100 miles per day. Those riding steeds may move up to 200 miles per day, although they may slow their pace to match those on foot.

Balder's Beauty

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Pagan Discipline Requirements: Fortune: 5

Description: This spell temporarily gives the caster the appearance of dazzling beauty.

Affected Area: Caster Action Time: 1 Action

Casting Req.: Gestural. Range: 0

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The caster gains an Edge on all Conflict Rolls involving Charisma.

Blinding Aura

Pagan Discipline Requirements: Fortune: 6

Description: Blinding Aura surrounds the caster with a blindingly bright halo of light.

Casting Req.: Verbal Range: 0'

Action Time: 1 Assault Action Setback Cost: 6

Affected Area: The produced aura illuminates to a distance of 40 feet from the caster. The blinding affects only extend to a distance of 10 feet from the caster, however.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The shine highlights the priest so gloriously that anyone looking directly at them is somewhat blinded by the glare, as if staring into the sun. Anyone in the Affected Area directly attacking the caster suffers from a Drawback on their Attack Rolls.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Consecrate Pearl of Fortune

Pagan Discipline Requirements: Fortune: 9

Description: This spell creates a pagan artifact from a large flawless white pearl. The pearl is attuned to the caster's pantheon. Its powers vary depending on the possessor's level of devotion to their pantheon.

Affected Area: See Below Setback Cost: 22

Conflict Rolls: None Range: Touch

Action Time: 8 hours

Duration: Enduring. The spell permanently charms the pearl. As such, a Pearl of Fortune must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The priest must possess a pearl, whose Quality Level limits the spell rank.

Other Details: The pearl gives its possessor an Edge on all Conflict Rolls involving Charisma as long as it is visible.

Further, if the possessor is a Pagan Priest, the pearl reduces the Setback Cost of all Pagan spells cast by its possessor by 1, to a minimum of 2.

Only 1 pearl is allowed per customer.

Dana's Faery Knoll

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Fortune: 15

Description: The caster may invoke this spell only at night while standing at the top of a small hill. Upon completion of the necessary incantations, a brilliant circular crack rings the entire hilltop. The earth above this crack slowly and quietly rises. It is soon revealed to be supported by magnificent columns surrounding a cheerful and brightly lit court. In the center of the court is found a massive stone table laden with a sumptuous feast. Dainty sprites laugh and dance as they invite the caster's guests to their party, giving the caster and their entourage entry into the Astral Realm of the Land of Fey.

Conflict Rolls: None Setback Cost: 10

Action Time: 1 Action Range: 80 feet.

Duration: Scheduled. 1 night.

Casting Req.: Verbal. The spell may only be cast at night.

Affected Area: Up to a 40 foot radius area that must be centered at the top of a rounded hilltop, knoll, or mound. The hilltop will rise 10 feet, and each pillar is separated by 10 feet from the next. So, anything entering or exiting the hill must fit within within a 10 foot by 10 foot passage.

Other Details: The hosts living in this hilltop refuge, or Sidh²²², as the elves call it, will welcome the caster and their companions, as long as they behave cordially. The mound may be raised and lowered at any time of night but can only do so once on any given evening. In any case, it must be securely closed by dawn. Anyone remaining in the Underworld after it is lowered will remain in the Land of Fey. They may travel from there to other parts of Fairyland, or even to other Astral Realms. Alternately, they may remain with their hosts indefinitely, and request their hosts to lift the hilltop at a later time to provide them with passage back to the Mortal Realm.

During their stay, the guests experience an increase in their Daily Healing Rates equal to one point per spell rank.

Assuming the caster's group remains well mannered, they will be well fed and entertained. However, any food or supplies taken from the court will instantly transform into leaves, twigs, and sticks once removed. If they misbehave, though, the entire group will be hurled from the Land of Fey in the blink of an eye to some other Astral Realm (at the Overlord's discretion).

Dazhbog's Heavenly Messenger

Cultural Restrictions: The caster must be a priest of the Slavic Mythos.

Pagan Discipline Requirements: Fortune: 9

Description: Dazhbog's Heavenly Messenger summons a meteoric ball of fiery light from the heavens. When the ball strikes the ground it explodes in a harmless shower of sparks. Thereafter, an image appears of a ghostly young male sitting astride a sleek golden-maned white horse. This youth will patiently wait while the caster dictates a message. When the message is complete and the caster has stated the intended destination, the equestrian will launch into the sky and quickly vanish.

When the rider reaches their intended audience, they will approach with their usual fiery display and verbally relay the given message. As their memory is unailing, the words spoken will be exactly as the caster specified. In fact, their inflections are so perfect, the listener may mistake their voice for that of the caster's.

Action Time: 1 minute Setback Cost: 6

Casting Req.: Verbal. Conflict Rolls: None

Range: A rough distance of about the average width of a kingdom in the game world.

Affected Area: The spell delivers a message to a single specified location or person.

Duration: Scheduled. The spell can deliver any verbal message having any length, as long as the caster speaks it aloud in its entirety without casting other spells or performing any Assault Actions. The message will be delivered after a delay of 1 minute.

Other Details: Once the message is relayed, the rider will again depart in their distinctively comet-like fashion.

Delay Spell

Pagan Discipline Requirements: Fortune: 1

Description: This spell charms a work of art with magic that enables the caster to delay the targeting of a spell until a set event occurs. For example, they could place a delayed Dire Castigating Fire on a secret religious text so that the spell takes effect on the first person to touch it without first stating a specific command phrase.

Action Time: 20 Minutes Setback Cost: 14

Affected Area: One item, which is charmed with a single spell.

Duration: Contained. The magic of the spell may wait for centuries to take effect. Once triggered, the magic of the spell fades permanently. While the spell is in effect, the item

222 Pronounced "Shee"

must be treated as a magic item when considering its possessor's Magic Limit.

Range: The caster must touch the item to charm it. The range of the spell it releases depends on the nature of the magic being delayed, up to a maximum of 80 feet.

Casting Req.: Verbal, Gestural, Material. In invoking a Delay Spell, the caster must possess a work of art of some type to charm. The Quality Level of the artwork limits the spell rank.

Conflict Rolls: No Conflict Rolls are required to set up a delayed spell. When triggered, the targeted creature is entitled to whatever Conflict Rolls are normal for the spell being released.

Other Details: To use this spell, the caster first casts Delay Spell on the artistic work. They then immediately cast the spell they wish delayed. At this time, they must state the trigger which will eventually release the magic.

Enki's Aquatic Form

Cultural Restrictions: The caster must be a priest of the Mesopotamian Mythos.

Pagan Discipline Requirements: Fortune: 4

Description: This spell changes the physical form of the targeted humanoid. Their legs merge and transform into the tail of a great fish, giving great mobility in the water. In addition, their lungs are given the capacity to breathe water. The altered individual can easily be mistaken for a mermaid or merman. Obviously, the 'fish-man' is quite capable of swimming even if they lack the talents that are normally required for such water activities.

Affected Area: One humanoid. **Setback Cost:** 4

Casting Req.: Verbal, Gestural. **Range:** Touch

Action Time: 1 Action **Conflict Rolls:** None

Duration: Proximate. The form may last while the caster is Proximate, although it is immediately lost when the target leaves the water. The caster may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The individual's Speed in water is identical to their Speed on land. In fact, the magic of the spell makes the transformed person highly comfortable in an underwater environment. Their combat abilities (i. e. Attack Bonus and Defense) are completely unaffected by the watery realm.

Of course, some weapons and most forms of armor are useless underwater and may even prove detrimental. The sheer weight of many of these articles will quickly drag the owner to the watery deep if they are not abandoned. In addition, keep in mind that many of the spells learned and practiced by land-dwelling spell-caster s are impotent in an aquatic environment.

Enki's Water Jug

Cultural Restrictions: The caster must be a priest of the Mesopotamian Mythos.

Pagan Discipline Requirements: Fortune: 3

Description: This spell permanently enchants a water-bearing vessel with the ability to easily contain a large quantity of pure water.

Conflict Rolls: None **Setback Cost:** 22

Range: Touch **Action Time:** 1 hour

Affected Area: One jug or vase.

Duration: Proximate. The spell lasts while the jug is Proximate to the caster, although they may cancel it at any time. The magical jug must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The caster must possess a ceramic jug or vase. It must be of sufficient size as to hold at least one gallon of liquid. Its Quality Level limits the spell rank.

Other Details: Once charmed, the vessel holds any amount of water up to 5 gallons per spell rank. As the jar fills, the waterline in the vessel gives an indication of how much water is already held. For example, a jug that is capable of holding 50 gallons but that currently holds only 25 gallons will appear half full.

The vessel's weight will vary depending on the quantity of water it contains, but is gauged against the weight of a single gallon of water. For example, a jug that is half full will have the weight of half a gallon.

Any liquid other than water placed in the jar will fill it normally.

Fleet Foot

Pagan Discipline Requirements: Fortune: 2

Description: This spell increases the caster's land Speed by 10. (So, a humanoid's Running Speed would rise by 10.)

Affected Area: One creature. **Setback Cost:** 4

Casting Req.: Verbal, Gestural **Range:** 0'

Action Time: 1 Action **Conflict Rolls:** None

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Fleet Foot does not give the caster additional Actions. Its only effect is to increase their rate of movement.

Godspeed

Pagan Discipline Requirements: Fortune: 3

Description: Godspeed allows the recipient to travel at maximum Speed without tiring. Thus, a horse with this spell could carry its rider for hours without exhausting itself.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Affected Area: One creature Setback Cost: 4

Action Time: 1 Action Range: Touch

Casting Req.: Verbal, Gestural.

Conflict Rolls: The spell imparts an Edge on all Chase Rolls.

Govannon's Beer

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Fortune: 7

Description: This spell charms a bottle of ale or beer to bestow strength and long life upon the drinker.

Range: Touch Setback Cost: 10

Conflict Rolls: None

Affected Area: The spell enchants one bottle of beer, which contains a number of doses equal to 2 plus half the spell rank. When a dose is drunk, it affects the imbiber.

Action Time: 5 minutes to charm the beer. 1 Action to drink a dose.

Duration: Contained. The brew's charm remains dormant, but permanent until drunk. Until it is drunk, the magical brew must be treated as a magic item when considering its possessor's Magic Limit. Once a dose is imbibed, its magic lasts 5 minutes per spell rank.

Casting Req.: Verbal, Gestural, Material. In casting this spell, the priest must possess a bottle of ale. Its Quality Level limits the spell rank.

Other Details: The beer appears like any normal beer, but never grows stale. When imbibed, the beer temporarily gives the drinker an Edge on all Conflict Rolls involving Strength.

If the consumer had a Flavor related to aging magically imposed on them, a drink of this beer will restore their former youth. For example, if the consumer had the Elderly Flavor imposed on them through a spell, that Flavor would be removed. Unfortunately, the anti-aging effects of the beer have no impact on normal aging. So, this spell does not act as a fountain of youth. As a consequence, the spell may be more appropriately named Govannon's Lite Beer.

Heimdall's Rainbow Bridge

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Pagan Discipline Requirements: Fortune: 7

Description: Heimdall's Rainbow Bridge creates a sparkling many-hued pathway supported by nothing but air. The path may be laid flat and used to cross a moat or chasm or made into a gently curving arch that can be used to breach a wall.

Range: Touch. Setback Cost: 8

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Gestural.

Affected Area: The spell creates a shimmering multicolored ten-foot wide rainbow bridge. At any given time, the bridge can support one Large sized creature, four Medium-sized creatures, or sixteen Small-sized creatures, along with whatever they are personally carrying. Any weight exceeding this capacity causes the spell to fail.

Duration: Proximate. The spell lasts while the caster is Proximate, although, if the bridge's weight capacity is ever exceeded, the spell will immediately terminate. The caster may cancel the spell at any time.

Other Details: Each end of the bridge must rest on solid earth. In between, the bridge forms a straight path with a gentle vertical arc. It is up to 10 feet wide, and extends horizontally any distance up to 10 feet per spell rank, and vertically any distance up to 5 feet per spell rank.

Hephaestos's Fiery Hammer

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Fortune: 11

Description: This spell heats the head of an iron one-handed hammer to a blistering temperature. Once charmed, the hammer's head glows a dull red and produces a low hissing sound. The magical heat gives the wielder the ability to work metal without the use of a forge.

Setback Cost: 4 Range: Touch.

Action Time: 1 Action

Affected Area: A single one-handed hammer.

Duration: Proximate. The spell lasts as long as the hammer is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the hammer must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. In casting this spell, the priest must possess a hammer. Its Quality Level limits the spell rank.

Conflict Rolls: If the hammer is used in combat, it delivers additional Scorching Damage on every blow equal to 1 per 2 spell ranks. Further, the Margin of the Attack Roll is delivered as Blunt Damage (rather than Internal Damage).

Other Details: Metal (and glass) armor may be repaired with the hammer's use provided the wielder has the requisite ranks in the appropriate Forging skill (e.g. [Forging Glass](#) and [Forging Metal](#)).

If used to bludgeon metal bars, metal doors, or metal creatures, the hammer delivers the same damage as normal. However, the magic of the spell does not allow the targeted metal to absorb any of the Blunt damage due to Ward. So, while a blow of 5 damage to a Bronze Bull Automaton would normally have little discernible effect, a tool charmed with this spell will make a noticeable dent. Similarly, a hammer magicked with this spell ignores the Ward of all forms of metal armor.

Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Lludd's Silver Hand

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Fortune: 3

Description: This spell conjures an animated silver hand out of thin air that effortlessly glides through the air at the caster's bidding. The caster must provide verbal orders to the hand but does not need to concentrate on its movements. If he so desires, the caster may also summon it holding a longsword.

Casting Req.: Verbal, Gestural Setback Cost: 4

Action Time: 1 Action

Affected Area: This spell summons a single levitating, animated hand apparently made of pure silver.

Duration: Proximate. The hand remains while it is Proximate to the caster. However, its connection to the Mortal Realm is tenuous. If it sustains a single point of Damage or Setback from a failed Conflict Roll, it will immediately vanish. Further, the hand can never be commanded to perform an unlawful or diabolical act. If such an order is given, the hand will immediately vanish.

Range: The hand may initially be summoned anywhere within 40 feet of the caster.

Conflict Rolls: If commanded into combat, you can look up its stats under [Animated Gauntlet](#) in [The Tome of Terrors](#). Use the stat block for the example having the highest Quality Level less than or equal to the spell rank. (If no such example exists, the spell fails.)

Other Details: Its summoner may spend Guts Points to succeed on any Conflict Rolls the hand is involved with, if applicable.

Nereid's Shell

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Fortune: 3

Description: When [Nereid's Shell](#) is cast, it summons an oyster shell having a diameter of approximately 5 feet. The shell has miraculous motive capabilities on the sea.

Action Time: 1 Action Setback Cost: 4

Casting Req.: Gestural Range: 80 feet

Conflict Rolls: None

Affected Area: One oyster shell that can support the weight of a single Medium-sized creature, along with whatever equipment they can normally carry.

Duration: Proximate. The spell lasts while the shell is Proximate to the caster, although they may cancel it at any time.

Other Details: When the shell is placed in the water like a boat, it will transport its contents across the sea's rolling waves under its user's direction. (The user need only shift their weight slightly in the direction they wish to move for the shell to react. Any such movement requires the user to expend an Action, in the same way that is normally required to Move on land.)

The shell travels at a Speed across water equal to the user's normal Speed on land.

Ninhursag's Nourishing Milk

Cultural Restrictions: The caster must be a priest of the Mesopotamian Mythos.

Pagan Discipline Requirements: Fortune: 10

Description: This spell charms a vial of milk with remarkable nutritious properties. The imbiber of the magical potion will be able to fast for an extended period.

Range: Touch. Setback Cost: 14

Conflict Rolls: None

Affected Area: The spell charms a vial of milk having a number of doses equal to 2 plus half the spell rank. When imbibed, the magic of the potion affects the drinker.

Action Time: 20 Minutes to charm the milk; one Action to drink a dose.

Duration: Contained. The spell charms the milk permanently, which will consequently never sour. As such, the potion must be treated as a magic item considering the its possessor's Magic Limit. Each dose affects its imbiber until they eat some food.

Casting Req.: Verbal, Gestural, Material. The caster must possess a vial of milk. The Quality Level of the milk limits the spell rank.

Other Details: The magic of each dose is expended when it is imbibed. While its magic is in effect, the milk's imbiber may comfortably live without food or water. Further, the imbiber gains both an Edge and a Resistance against Dehydrating, Suffocating, and Starving Effects. So, any such Damage is cut in half.

Numinous Gleam

Pagan Discipline Requirements: Fortune: 7

Description: This spell causes a cone of brilliant splendor to burst forth from the caster's extended hand. Any creature caught in this area takes Righteous Damage.

Duration: Instantaneous Range: 0'

Action Time: 1 Assault Action Setback Cost: 5

Affected Area: The spell produces a cone of colorful light extending 20 feet and having a 10-foot base diameter.

Casting Req.: Verbal, Gestural. To cast this spell, the caster must extend their hand toward their target.

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Righteous Damage equal to 2 points per spell rank plus the roll's Margin. Success indicates the target sustains half this amount.

Nut's Heavenly Gown

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Fortune: 11

Description: Nut's Heavenly Gown decorates the caster's apparel with the black sparkling beauty of the night sky. The stars that speckle the garment twinkle only faintly until the caster is affected by magic. At this point, the stars flash and glint brightly as the power of the gown protects the caster.

Affected Area: Caster. Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Any magic (helpful or baneful) targeting the caster has its spell rank cut in half. Thus, a priest protected by Nut's Heavenly Gown spell who is blasted by a 7th spell rank Lightning Bolt sustains the damage of only a 4th rank electrical jolt.

Unfortunately, Nut's Heavenly Gown cannot be used in conjunction with other magic protection spells that reduce the spell rank of magic (such as the occult spell Magic Reduction). If attempted, the most powerful of the spells takes effect.

Multiple castings of this spell have no cumulative effect.

Osiris's Sandy Sea

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Fortune: 10

Description: Osiris's Sandy Sea magically charms a boat with the ability to sail across the dunes of a sandy desert.

Setback Cost: 6

Range: Touch

Action Time: 1 Action

Conflict Rolls: None

Duration: Proximate. The spell lasts while the boat is Proximate to the caster, although they may cancel it at any time.

Affected Area: The spell charms a boat having a footprint of Great size or smaller. (A Great-sized vessel is capable of carrying up to 16 Medium-sized passengers.)

Casting Req.: Verbal, Gestural, Material. The caster must stand within the boat in which they wish to sail as they chant the incantation. The Quality Level of the boat limits the spell rank.

Other Details: The boat bobs and tilts as the sand surrounding its hull undulates like the waves of a calm ocean. After invoking the spell, the vessel responds only to verbal commands concerning speed and direction as given by the caster.

The boat travels at a constant Speed of 5 feet per spell rank until the destination is reached or the duration expires.

Poseidon's Trident

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Fortune: 5

Description: Poseidon's Trident enchants a trident with the miraculous powers needed for underwater exploration. The person holding the charmed trident is able to breathe water as if it were air for the duration of the spell. Unfortunately, this does not give the wielder the ability of speech underwater.

Setback Cost: 4

Range: Touch

Action Time: 1 Action

Conflict Rolls: None

Affected Area: The spell charms a single trident.

Duration: Proximate. The spell lasts while the trident is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the weapon must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The caster must possess a trident on which to place the charm. The Quality Level of the trident limits the spell rank.

Other Details: The trident also has the power to pull its wielder through the water at the wielder's normal Speed on land. To use this ability, the wielder need only fully extend the arm holding the trident while pointing it in the same direction. If the trident's owner carries a heavy load, such as the body of a fallen comrade, cut their Speed in half. The trident cannot pull any more additional weight than its wielder could normally lift.

Prayer

Pagan Discipline Requirements: Fortune: 4

Description: Prayer is not a normal spell. Rather, it is a divine request from a priest to their deity. With Prayer, the caster asks their deity to grant them special favor. The favor may be a magical spell or other reasonable request.

Setback Cost: The pagan must expend a number of Setback Points equal to 2 plus an additional quantity. If a pagan spell is requested, the additional quantity equals the Setback Cost of the requested spell. If the requested miracle most closely matches an Occult spell, Mystic power, Fantasia ability, or Eldritch skill the additional quantity equals the Setback Cost of the requested ability. If the requested miracle does not duplicate the effects of any ability that has been detailed elsewhere in this game, the Overlord must use their own judgment on an appropriate additional Setback Cost (without indicating to the player their decision).

Affected Area: A Prayer may affect any area deemed appropriate by the Overlord. Usually, the spell-caster will pray for a specific spell. In that case, simply use the Affected Area specified by that spell.

Action Time: A Prayer takes only as much time to cast as it takes to specify verbally what miracle is desired.

Duration: Variable. The duration is limited only by the Overlord's judgment. When a player requests a specific spell, use the duration specified in its description.

Range: The range of a Prayer is essentially unlimited, provided the caster expends an appropriate amount of Setback points in the request. When a specific spell is requested and received, use the range given by the spell's description.

Casting Req.: Verbal, Material. The material component for the spell is either the material component normally required to cast the requested spell, or a monetary sacrifice. If a monetary sacrifice is provided, it must have a value exceeding all material components normally needed to cast the requested spell. If circumstances prevent making an immediate sacrifice, the priest may promise to sacrifice double the amount as soon as possible. Woe be unto those who lie or forget! If they request a service not detailed in a spell, the pagan priest must use their judgment about the value of a proper sacrifice. If the Overlord believes the sacrifice insufficient, the favor is denied.

Prayer Table

Threshold*	Requested Task
10+	Pagan spell in category emphasized by the deity.
15+	Pagan spell out of emphasized categories of the deity but not against basic dictates.
20+	Non-pagan spell aligned with the basic dictates of the deity.

* Add to this basic value a number equal to the highest rank prerequisite (Pagan Discipline, Occult Lore, Mystic Discipline, musical instrument, etc.) required to cast the spell. For example, a Cleric requests the occult spell Make a Scimitar Dance. To cast this spell, an occultist must have 1st rank in the Occult Lore of Mars and Motion. Thus, the Threshold to gain the spell equals 21.

Conflict Rolls: The allowable Conflict Rolls for a given prayer are highly variable, depending on the miracle requested. The Overlord must decide who is entitled to a Conflict Roll and what adjustments apply to it. For prayers requesting a specific spell, simply use the Conflict Roll requirements given in the spell description. Note that requests for miracles allowing no Conflict Roll for the target where they would normally be entitled to one are usually ignored. If a given spell could have reasonably been made to allow no Conflict Roll, its creator would undoubtedly have done so in the first place.

To determine if the deity grants the Prayer, the Overlord must make a hidden Spell Roll. Allow the caster a Conflict Roll Bonus equal to their Fortune rank plus Heart Adjustments. The Threshold the Spell Roll must overcome depends greatly on the requested task. The Prayer Table lists some examples to help the Overlord in determining appropriate Thresholds.

If successful, the Prayer works at a spell rank equal to the caster's Fortune rank.

EXAMPLE: A priest of Thor having 9th rank in Fortune and a Heart of 2 prays for the occult spell Emblazon Large Pentagram to be drawn on the floor at their feet. Since the material component is a quantity of special ink made from crushed gems, they sacrifice 200 silver pieces believing this sufficient (it is). Since Pentagram has a Setback Cost of 2, the Cleric must spend 4 Setback to obtain the spell.

At this point, they have a Spell Roll Bonus of +11 since they are 9th rank in Fortune and have a 2 Heart. Pentagram have a prerequisite of 1st rank in Pentacle. So, the pagan must overcome a Threshold of 20 + 1 = 21. The Overlord rolls a 16 on the d20 and adds the Conflict Roll Bonus of +11 to obtain a total of 27. Since this exceeds the required Threshold of 21, the pagan gains their request.

Other Details: A priest will not be granted a pagan spell via a Prayer whose Judgment, Fortune, or Observance rank

requirements are not at least 2 ranks lower than the priest's own Fortune rank. If an occult spell is requested, the prayer will be granted only if the highest Occult Lore Requirement is at least 2 ranks lower than the priest's Fortune rank. The same general restriction applies to requests for Mystical or Fantasia related powers.

Any spell-caster overusing Prayer finds themselves ignored. Their prayers remain unanswered and they may lose all pagan spell-casting ability for a month or longer as a lesson!

Preternatural Halo

Pagan Discipline Requirements: Fortune: 10

Description: This spell creates an aura of pure white light around the caster that is anathema to undead and spiritual beings.

Casting Req.: Verbal Range: 0'

Action Time: 1 Assault Action Setback Cost: 4

Affected Area: Caster. The halo is bright enough to illuminate to a distance of 40 feet from the caster. The Setback inducing effects only extend to a distance of 10 feet from them, however.

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Conflict Rolls: Any undead creature within 10 feet of the caster must make an Avoidance Roll with Heart adjustments at the end of the caster's Turn every Round. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates they automatically sustain Enervating Setback equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Propel Boat

Pagan Discipline Requirements: Fortune: 6

Description: This spell magically compels a boat to move across water.²²³

Action Time: 1 Round Setback Cost: 6

Range: Touch Conflict Rolls: None

Affected Area: The spell charms a boat having a footprint of Great size or smaller. (A Great-sized vessel is capable of carrying up to 16 Medium-sized passengers.)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Casting Req.: Verbal, Gestural, Material. The spell requires the caster to be on the boat and touch the water.

Other Details: The boat move across the water at a Speed of up to 5 per spell rank.

Purify Dire Beatific Weapon

Pagan Discipline Requirements: Fortune: 5

Description: This spell imbues a weapon with Righteous magic. When it strikes a demon, devil, or undead creature, the point of impact flashes with a rainbow of vibrant colors.

Affected Area: One weapon

Action Time: 1 Action Range: Touch

Setback Cost: There is no initial Setback Cost to the caster. However, the weapon's holder sustains 2 Setback upon the initial casting, and at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple times during that Round.

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by a sentient creature, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. (Although, the weapon may be passed from one sentient creature to another without the spell terminating.) The spell also terminates if the weapon's possessor is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the possessor must treat the weapon as a magic item when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does

not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: The Margin of a weapon's Attack Roll is normally delivered to any creature it strikes as Internal Damage (or Footing or Fettering Setback for Entrapment Weapons). However, this spell transforms that Margin into Righteous Damage. In addition, the magic of the spell adds an additional amount of Righteous Damage equal to 1 per 2 spell ranks. For example, suppose a weapon normally delivers 8 Blunt Damage plus Internal Damage equal to the Margin, and a spell of this type rank transforms it into a 12th spell rank Beatific Weapon. For the spell duration, the weapon would deliver 8 Blunt Damage plus Righteous Damage equal to 6 plus the Margin.

Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Ra's Golden Barque

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Fortune: 15

Description: Ra's Golden Barque summons from the heavens a fabulous flying barge having a mirror-like golden surface that reflects the sun's rays in a spectacular display. Upon invoking the spell, the caster must state where they wish the bark to transport them and their companions. Once the company has boarded, the barque floats aloft on a direct course to its destination. The caster may land the craft any number of times but has no other control over the vessel. At the end of the spell duration, the barque will gently descend to relinquish its passengers.

Conflict Rolls: None Range: 0'

Setback Cost: 6

Affected Area: The spell summons a golden barque (boat) having a footprint of Great size. (A Great-sized vessel is capable of carrying up to 16 Medium-sized passengers, along with the possessions they personally carry.)

Action Time: 1 Action; the summoned barque will arrive the next Round after completion of the spell.

Duration: Scheduled. The barque remains summoned until nightfall.

Casting Req.: Verbal. The spell may only be cast during the daylight hours in full view of the sun.

Other Details: The barque travels at a constant Speed of 5 per spell rank until the destination is reached or the sun sets. (Divide the Speed by 10 to obtain an approximation of the speed in miles per hour.) By default, it maintains a 'cruising' altitude of approximately 100 feet above the ground, but may be commanded higher or lower by the caster. It may change its altitude at a rate of 5 feet per Round.

²²³ In one legend, the Nordic god Forseti appeared in a boat of stranded sailors lost at sea. He stuck the head of his golden ax into the water, and, using it as a rudder, propelled the vessel all the way to shore.

Resist Flame

Pagan Discipline Requirements: Fortune: 9

Description: This spell grants both an Edge and a Resistance to Scorching Effects. As such, any Scorching Damage delivered to the target is cut in half.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Affected Area: One creature Setback Cost: 4
Action Time: 1 Action Range: Touch
Casting Req.: Verbal Conflict Rolls: None

Restore Flesh

Pagan Discipline Requirements: Fortune: 11

Description: This spell restores a single creature that was fully or partially turned to stone, wood, or other lifeless matter back into flesh and blood.

Action Time: 1 hour Setback Cost: 22
Casting Req.: Verbal, Gestural Conflict Rolls: None
Range: Touch
Affected Area: 1 item (such as a statue).

Duration: Genesis. The magic of the spell permanently restores flesh of the target.

Other Details: If the restored creature was alive when it was transmuted to lifeless matter, then it will be restored to life. Unfortunately, if the creature was fully transmuted into stone while in a Glory Status indicating that it is entirely removed from the game, this spell is inadequate to overcome that impediment. In that case, some spirit other than the original creature's will possess the body. Demons are the most likely spirits to do so, as they crave soulless bodies to possess. Otherwise, the creature's original spirit will be restored.

The restored body parts will have whatever wounds and ailments they did when the creature was transmuted. Further, any injuries sustained while in its transmuted state will be reflected in the restored body. So, if a character were turned into stone, and their arm were broken off in that state, then the restored body will be missing that limb as well.

Righteous Gleam

Pagan Discipline Requirements: Fortune: 11

Description: This spell causes a cone of brilliant splendor to burst forth from the caster's extended hand. Any creature caught in this area takes Righteous Damage.

Duration: Instantaneous Range: 0'

Action Time: 1 Assault Action Setback Cost: 6

Affected Area: The spell produces a cone of colorful light extending 40 feet and having a 20-foot base diameter.

Casting Req.: Verbal, Gestural. To cast this spell, the caster must extend their hand toward their target.

Conflict Rolls: The spell delivers Righteous Damage equal to 2 per spell rank. Allow all creatures in this area Avoidance Rolls with Agility and Toughness Adjustments to sustain only half this damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, the roll's Margin is added as additional Righteous Damage.

Sanctorium

Pagan Discipline Requirements: Fortune: 8

Description: This spell muffles all sound in the Affected Area. Spell-casting using verbal components automatically fails within the area. Similarly, spells producing effects through sound, such as any spells delivering Sonic Damage, automatically fail within an area of silence.

Affected Area: 10-foot cube Setback Cost: 5
Action Time: 1 Action Range: 40 feet.
Casting Req.: Gestural Conflict Rolls: None

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Other Details: Total silence automatically dominates the area specified by the caster. Of course, those caught within the area of silence may easily vacate the area.

Speak in Tongues

Pagan Discipline Requirements: Fortune: 5

Description: After casting this spell, the caster seems to speak in the native tongue of anyone listening. Even if a dozen men of varying nationality listen to the caster's speech, each hears their own country's language. In turn, the caster may understand the statements of those around him.

Affected Area: Caster Range: Hearing
Casting Req.: Verbal Setback Cost: 4
Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Of course, Speak in Tongues allows the caster to communicate only with creatures that already speak some form of language. They cannot speak to animals or plants.

Splendorous Fire

Pagan Discipline Requirements: Fortune: 12

Description: Splendorous Fire summons a brilliant, multi-colored bonfire. Its fires are harmful to many Astral creatures, including demons and devils.

Duration: Proximate. The flames last while the caster is present although they may cancel the spell at any time.

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Assault Action Setback Cost: 6

Affected Area: 10 foot radius.

Conflict Rolls: When the spell first appears and at the end of the caster's Turn every Round thereafter, allow all creatures within the Affected Area an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Righteous Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: If a creature is Overcome by this spell, it suffers from the Aftershock effect of Depression and gains the Temporary Trait "Pondering the Meaning of Existence". These Aftershock effects last for a day. Further, extra-planar beings falling to the effects of this spell are banished back to their planes of origin.

Terpsicore's Graceful Dance

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Fortune: 1

Description: Terpsicore's Graceful Dance heightens the caster's grace and poise.

Affected Area: Caster Setback Cost: 4

Action Time: 1 Action Range: 0

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Casting Req.: Gestural. To invoke this spell, the caster must dance a little jig.

Conflict Rolls: Any actions performed by the caster will have an added polish. All Conflict Rolls involving the caster's Grace gain an Edge for the spell duration.

Other Details: Multiple castings of the spell will extend the duration appropriately but have no other effect.

Walk on Water

Pagan Discipline Requirements: Fortune: 1

Description: This spell allows a priest to walk on the surface of water or other liquids.

Affected Area: Caster Setback Cost: 4

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Persistent. The spell persists indefinitely, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The caster moves across the water's surface at their normal Speed. While the spell is in effect, the caster is incapable of sinking into the watery depths, no matter how turbulent the waters. As such, if they are knocked Prone while walking on water, they simply fall over and can regain their feet as normal. Of course, any items they drop will either float or sink as they would normally.

The spell does not prevent any carried items from penetrating the water's surface. So, a character using this spell may attack any aquatic creatures within reach of their weapons, even if they are entirely submerged.

Wing Foot

Cultural Restrictions: The caster must be a priest of the Greco-Roman or Celtic mythos.

Pagan Discipline Requirements: Fortune: 9

Description: Wing Foot causes ghostly wings to sprout from the caster's footwear, allowing them to run through the air.²²⁴

Affected Area: Caster Setback Cost: 4

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Travel / Fixated. The spell lasts as long as the caster is Fixated on it, but ends as soon as they touch the ground. They may also cancel it at any time. While it is in effect, the spell must be treated as a Spellbinding when considering their Magic Limit.

Other Details: While this spell is in effect, the caster travels in any desired direction at their normal Speed. The caster may climb to a maximum height of 5 feet per spell rank. They fly at any Speed up to 20 greater than their normal running Speed, and may even hover at a Speed of 0, if desired.

224 The Greek god Hermes had winged sandals, named Talaria.

Wings of Icarus / Isis

Cultural Restrictions: The caster must be a priest of the Greco-Roman or Egyptian Mythos.

Pagan Discipline Requirements: Fortune: 12

Description: This spell²²⁵ temporarily gives the caster wings with which to fly.

Casting Req.: Gestural Conflict Rolls: None

Affected Area: Caster Setback Cost: 4

Action Time: 1 Action Range: 0'

Duration: Travel / Fixated. The spell lasts as long as the caster is Fixated on it, but ends as soon as they touch the ground. They may also cancel it at any time. While it is in effect, the spell must be treated as a Spellbinding when considering their Magic Limit.

Other Details: The target may fly at a Speed up to 20 greater than their normal Speed, although they may hover in a single spot if they choose.

The target may lift themselves and the amount of weight they can normally lift given their Strength.

The target may increase their altitude to a maximum altitude of 10 feet per spell rank above the ground. They may glide down any distance.

While flying, the target cannot cast spells that do not specifically state that they may be invoked in combat or other strenuous situations.

225 The Wings of Icarus comes from Greek mythology. Wings of Isis are Egyptian.

Healing Spells

Diancecht's Healing Spring

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Judgment: 8

Description: This spell enchants an area of a clear fresh water spring, creek, or stream. Any creature submerged within the area gain the benefit of Diancecht's healing hand.

Action Time: 5 minutes Setback Cost: 10

Range: Touch Conflict Rolls: None

Affected Area: Any creature within a 10 foot radius area submerged in the fresh water spring or stream on which the spell is cast.

Duration: Proximate. The full healing effects are delivered gradually over the period of time the creature remains submerged within the water.

Casting Req.: Verbal, Gestural, Material. The spell must be cast on a free-running natural fresh water source.

Other Details: Those submerged in the waters are gradually healed for 2 Damage per spell rank every hour. (And yes, they can keep their heads above water.)

Heal Bone

Pagan Discipline Requirements: Judgment: 9

Description: This spell sets and completely knits a broken or cracked bone. The targeted bone regains all of its former functionality and strength.

Affected Area: One broken bone Setback Cost: 22

Duration: Instantaneous Action Time: 1 hour

Range: Touch Conflict Rolls: None

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise inactive for the entire time of casting.

Other Details: The spell does not heal any other damage suffered when the bone was broken. Thus, wounds inflicted when the bone was broken still require mending by other means.

Heal from Afar

Pagan Discipline Requirements: Judgment: 5

Description: Heal from Afar heals damage from a distance.

Action Time: 1 Action Setback Cost: 5

Duration: Instantaneous Range: 80 feet

Casting Req.: Verbal, Gestural Conflict Rolls: None

Affected Area: One living creature.

Other Details: The spell recipient heals for 2 points of damage per spell rank. This spell never allows a character to rise above their maximum Hit Points.

Heal Impairment

Pagan Discipline Requirements: Judgment: 10

Description: This spell heals the target creature to completely negates the effects of an impairment, which is a lasting penalty to some Attribute value. (For details on impairments, see Impaired in the Character Conditions section of The Rules Reference.)

Affected Area: One impairment of a living creature.

Setback Cost: 22 Range: Touch

Duration: Instantaneous Action Time: 1 Hour

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster must touch the area which the impairment affects.

Other Details: Impairments normally occur as a consequence of having fallen in battle as stated on the Guts and Glory tables for lethal combat. The spell can only heal the effects of a single impairment. So, if the target is affected by multiple impairments, multiple castings will need to be performed to completely heal the target.

Unfortunately, this spell is not powerful enough to have any effect on a maiming. (For that, you need Heal Maiming.)

Healing Touch

Pagan Discipline Requirements: Judgment: 3

Description: Healing Touch heals Damage.

Conflict Rolls: None Setback Cost: 4

Duration: Instantaneous Range: Touch

Casting Req.: Gestural. Action Time: 1 Action

Affected Area: One living creature.

Other Details: The spell recipient heals for 2 points of damage per spell rank. This spell never allows a character to rise above their maximum Hit Points.

Heal Maiming

Pagan Discipline Requirements: Judgment: 12

Description: This spell heals and completely negates the effects of a maim on the target creature.

Affected Area: One maim of a living creature.

Setback Cost: 22 Range: Touch

Duration: Instantaneous Action Time: 1 Hour

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster must touch the area which the maim affects.

Other Details: Maiming normally occurs as a consequence of having fallen in battle as stated on the Guts and Glory Tables for lethal combat. The spell can only heal the effects of a single maim. So, if the target is affected by multiple maims, multiple castings will need to be performed to completely heal the target.

Heal Scars

Pagan Discipline Requirements: Judgment: 7

Description: This spell permanently removes scars caused by frostbite, searing heat, and other sources.

Affected Area: One creature.

Setback Cost: 14 Range: Touch

Duration: Instantaneous Action Time: 20 minutes

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster must touch the scars to be healed.

Other Details: Heal Scars eliminates unsightly scars from the target, restoring its skin to its original state. Any drawbacks due to the scars are eliminated, such as penalties to Charisma.

Heal Sprain

Pagan Discipline Requirements: Judgment: 5

Description: This spell heals a sprain. The targeted sprained limb regains all of its former functionality and strength.

Affected Area: One Sprain Setback Cost: 14

Duration: Instantaneous Action Time: 20 minutes

Range: Touch Conflict Rolls: None

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise inactive for the entire time of casting.

Other Details: The spell does not heal any other damage suffered when sprain was imposed. It only negates the penalties imposed by a sprain as described under Sprained / Pulled Muscle in the Character Conditions section of The Rules Reference.

Horus's Cippus

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Judgment: 11

Description: A figurine of the Egyptian god Horus battling poisonous insects and reptiles is known as a cippus. Horus's Cippus enchants one of these figurines to have miraculous healing powers against the effects of poison.

Affected Area: See below Setback Cost: 22

Range: Touch Action Time: 8 hours

Conflict Rolls: See below.

Duration: Enduring. As such, the cippus must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a small figurine of the Egyptian god Horus fighting crocodiles, scorpions, and snakes. The figurine must be carved from wood or stone. Its Quality Level limits the spell rank.

Other Details: A character of the Egyptian culture possessing one of these relics becomes Resistant to the effects of poison as long as they possesses the item. (That is, all Damage and/or Setback imposed by poisons is cut in half.) Further, the character possessing the item, and all their allies within 10 feet of them gain an Edge on all Conflict Rolls against poison and its effects.

Numb Pain

Pagan Discipline Requirements: Judgment: 3

Description: This spell totally blocks the spell recipient's sense of pain.

Action Time: 1 Action Setback Cost: 4

Casting Req.: Gestural Range: Touch

Conflict Rolls: None

Affected Area: One living creature

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell automatically negates any Drawbacks imposed by pain. Further, for the spell duration, the target is immune to Tormenting Setback such as that imposed by spell such as Offer Dire Tormenting Brand and Invoke Dire Torment, etc. As such, the target gains the Temporary Trait of "Impervious to Pain".

Similarly, the spell negates any Drawbacks imposed by injuries, including sprains, maims, and cracked or broken bones. Unfortunately, every Round that the target participates in vigorous activity (such as combat), the target sustains 1 point of Internal Damage for every Drawback that would normally be imposed by their painful injuries. So, if the target has a broken bone that would normally impose two Drawbacks, they will instead sustain two points of Internal Damage every Round they participate in combat.

Next, this spell completely eliminates the effects of Nausea while it is in effect.

Finally, this spell is especially handy to practitioners of the medical arts. It allows for much easier splinting and setting of broken bones, and is (literally) a godsend when actual surgery is required.

Panacea

Pagan Discipline Requirements: Judgment: 8

Description: This spell treats most diseases carried by the spell recipient.

Action Time: 20 Minutes Range: Touch

Duration: See Below. Setback Cost: 14

Affected Area: One living creature

Casting Req.: Verbal, Gestural. Both the caster and the spell target must remain otherwise unoccupied for the entire time of casting.

Other Details: Only some diseases can be cured through the use of this spell. (See the disease's specific description under Diseased in the Character Conditions section of The Rules

Reference for details.) Even if a disease can be treated by use of this spell, there is no guarantee that the disease will be permanently cured.

For this spell to have any chance of treating a disease, it must first have a spell rank greater than or equal to the Quality Level of the disease. (See Diseased in the Character Conditions section of The Rules Reference for details on how to determine a disease's Quality Level.)

A successful treatment on a non-chronic disease with this spell cures it. A successful treatment with this spell on a chronic disease is likely to alleviate its symptoms for a period of time, but cannot prevent its recurrence. (See the disease's description in The Rules Reference for details on how Panacea affects a chronic form of a disease. - For a permanent cure to a chronic disease, see the Pagan Ritual spell Solemn Panacea.)

If the target is afflicted by multiple diseases, the spell treats all of them with a single casting.

Plea of Salvation

Pagan Discipline Requirements: Judgment: 1

Description: This spell is designed for the poor priest that needs to beg for divine mercy in the midst of combat. They plead with their deity to allow them to live a little longer to finish off the scourge they are fighting.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Instantaneous

Other Details: Plea of Salvation heals the caster while fending off their attackers. During this time the caster maintains their full Defense.

The caster is healed for an amount of damage equal to 2 per spell rank. This spell never allows a character to rise above maximum Hit Points.

Restore Sight

Pagan Discipline Requirements: Judgment: 11

Description: This spell returns normal sight to the spell recipient.

Affected Area: One creature Setback Cost: 22

Duration: Instantaneous Range: Touch

Action Time: 1 Hour

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise unoccupied for the entire time of casting.

Second Chance

Pagan Discipline Requirements: Judgment: 8

Description: The target of a Second Chance spell has the blessing of the caster's deity in their adventures. If the targeted creature would ever Overcome by falling to zero Hit Points, the magic of the Second Chance is triggered into action so that he remains active. At this point, the targets is instantly healed for an amount of Damage equal to 2 per spell rank.

Conflict Rolls: None Setback Cost: 10

Action Time: 5 Minutes Range: Touch

Affected Area: One living creature

Casting Req.: Verbal, Gestural

Duration: Contained. The magic of the spell lasts until expended. Once cast on an individual, the magic of Second Chance remains unused until the recipient's Hit Points falls to zero. At this point, the target is healed and the magic of the spell fades.

Other Details: This spell may save a character's life in situations where sustained damage would normally have killed the character. Since the spell instantly heals the moment the recipient falls to zero Hit Points, it saves them from losing the battle at that moment and suffering the consequences, regardless of their current Glory Status.

A character can never be blessed with more than one Second Chance at a time.

Set Bone

Pagan Discipline Requirements: Judgment: 4

Description: This spell sets a broken bone, allowing it to heal normally over time.

Affected Area: One bone of a living creature.

Duration: Instantaneous Range: Touch

Action Time: 20 minutes Setback Cost: 14

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster must touch the area of skin covering the broken bone.

Other Details: Broken bones normally occur as a consequence of having fallen in battle as stated on the Guts and Glory Tables for lethal combat. This spell does not actually heal a broken bone completely. But, it sets it and heals it enough that it can bear some weight and allow it to eventually heal normally. As such, the Extreme Drawback that a broken bone normally imposes is reduced to a simple Drawback until the bone heals. Further, if the broken bone was a leg bone, the recipient's Speed is restored to half normal, rather than being limited to a Creeping speed. (See Broken Bone in the Character Conditions section of The Rules Reference for complete details of the effects of broken bones.)

Multiple uses of this spell on a given broken bone have no effect. But, multiple bones may be set with additional castings.

Shoulder Comrades

Pagan Discipline Requirements: Judgment: 2

Description: This spell allows the caster to assist the movement of injured allies.

Affected Area: All living creatures touching the caster. Unfortunately, the spell excludes the caster themselves, as they are the one giving assistance.

Setback Cost: 4 Range: 0

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Gestural.

Duration: Persistent. The spell persists indefinitely on the caster, although the caster may cancel the spell at any time. It affects all living creatures directly touching the caster (or being touched by him), as long as they remain in contact. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: While this spell is in effect, anyone touching the caster whose Speed has been reduced due to injury may move at their normal movement rate.

Staunch Blood

Pagan Discipline Requirements: Judgment: 6

Description: Staunch Blood blocks a character from taking a fixed amount of Bleeding Damage every Round.

Casting Req.: Verbal, Gestural Range: Touch

Action Time: 1 Action Setback Cost: 4

Conflict Rolls: None

Affected Area: One living creature

Duration: Proximate. The spell lasts while the target is Proximate to the caster, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell reduces the effects of Bleeding influencing the target, by completely negating a fixed amount of any such Damage every Round. The amount it negates equals 1 point per 2 spell ranks every Round. Thus, if the target bleeds less than this amount, the spell may completely staunch the flow of blood. Any bleeding over this amount, though, remains unaffected.

Multiple castings have no effect.

If a character with this spell is once again Overcome, they will actually suffer the full consequences of their Incapacitation until the end of the Scene in which it was imposed. Thereafter, they will once again be able to move and perform actions as stated above as soon as they are no longer Overcome.

Multiple castings are not cumulative.

Vim and Vigor

Pagan Discipline Requirements: Judgment: 1

Description: Vim and Vigor helps temporarily alleviate the most dire effects of Lingering Incapacitation. Any such creature targeted with this spell gets a minor boost of energy, enabling them to weakly perform actions. Further, it gives the target an Edge on all Conflict Rolls involving overcoming injuries and other forms of trauma (e.g. avoiding Infection, overcoming Shock or Severe Shock, etc.)

Setback Cost: 6 Range: Touch

Action Time: 1 Minute Conflict Rolls: None

Casting Req.: Verbal, Gestural

Affected Area: One living creature

Duration: Proximate. The spell lasts while the target is Proximate to the caster, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Any character having Lingering Incapacitation due to injury or disease (or who is otherwise Incapacitated beyond the duration of a Scene for these reasons) is enabled to walk and perform actions with this spell. They may move at half normal Speed, and perform all other physical actions at an Extreme Drawback, as long as they are not otherwise Overcome.

Nature Spells

Adopt Divine Aspect of Ma'at

Cultural Restrictions: The caster must be a priest of the Egyptian mythos.

Pagan Discipline Requirements: Fortune: 12

Description: With this spell, the caster transforms their head to match that of one of the deities of the Egyptian Pantheon of Ma'at, as listed on the [Divine Aspect of Ma'at Table](#).

Divine Aspect of Ma'at Table

Head Type	Attack Mode	Size	Basic Damage
Baboon	Omnivorous Bite / Punch / Kick	Large	7
		Medium	5
		Small	3
		Tiny	2
Canine	Carnivorous Bite / Punch / Kick	Large	8
		Medium	6
		Small	3
		Tiny	2
Crocodile	Carnivorous Bite / Punch / Kick	Large	8
		Medium	6
		Small	3
		Tiny	2
Feline	Carnivorous Bite / Punch / Kick	Large	8
		Medium	6
		Small	3
		Tiny	2
Ram	Head Butt / Punch / Kick	Large	8
		Medium	6
		Small	3
		Tiny	2
Raptor	Beak / Punch / Kick	Large	7
		Medium	5
		Small	3
		Tiny	2

Action Time: 1 Action

Setback Cost: 4

Casting Req.: Verbal, Gestural

Range: 0'

Affected Area: Caster.

Conflict Rolls: None

Duration: Persistent. The form persists indefinitely, although the caster may cancel the spell at any time. While the spell is in effect, the caster must treat it as a Spellbinding when considering their Magic Limit.

Other Details: The table provides the combat characteristics corresponding to each head form. Use the Basic Damage corresponding to the caster's own Size Category. The caster's senses and mental faculties are unaffected by the spell, and it does not alter their ability to speak. The Parry and Tempo values for all forms is 4 and +4, respectively.

Animal Charm

Pagan Discipline Requirements: Fortune: 8

Description: With [Animal Charm](#), the caster may command an animal into service. While the spell does not provide for direct communication with the charmed creature, the animal will eagerly perform any task it understands and is physically capable of accomplishing, even at risk to itself.

Action Time: 1 Assault Action

Range: 80 feet

Casting Req.: Verbal, Gestural

Setback Cost: 5

Affected Area: A single animal.

Duration: Instantaneous / Aftereffect. (See below.) Any abuse of the charmed creature will cause the spell to immediately end and the animal to forever shun the caster.

Conflict Rolls: The target is entitled to an Avoidance Roll with Heart adjustments. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. Failure indicates the creature sustains Entrancing Setback equal to 1 per spell rank plus the roll's Margin. If this drops the creature's Fate Points to 0, its Setback immediately drops to 0 and the creature befriends the caster permanently.

Other Details: The animal will perform any act within its ability to aid or defend the caller. Thus, a bear will attack any opponents while a horse would allow the caster to escape danger on its back. The magic of the spell does not provide for direct communication with the animal, though. So, it cannot be commanded to perform any specific acts. But, it will stay near the caster and protect them with its life if they are obviously threatened.

The types of animals that may be charmed with this spell depends on the caster's culture, as shown on the [Animal Charm Table](#). (Lists of the various animal types are provided in the [Glossary](#) section of [The Rules Reference](#).)

Animal Charm Table

Pagan Culture	Animal Types
Celtic	<u>Barnyard Animal</u> , <u>Forest Animal</u>
Egyptian	<u>Desert Animal</u> , <u>Oasis Animal</u>
Greco-Roman	<u>Forest Animal</u> , <u>Sea Animal</u>
Mesopotamian	<u>Desert Animal</u> , <u>Draft Animal</u>
Nordic	<u>Arctic Animal</u> , <u>Mountain Animal</u> , <u>Sea Animal</u>
Slavic	<u>Forest Animal</u> , <u>Steppe Animal</u>

Breathe Water

Pagan Discipline Requirements: Fortune: 4

Description: This spell allows the targeted creature to breathe water.

Conflict Rolls: None Range: Touch

Casting Req.: Gestural Setback Cost: 4

Action Time: 1 Action

Affected Area: 1 air breathing creature.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell in no way endows an ability to swim or even move underwater with ease. Even so, it will give characters lacking the Swimming talent enough confidence so that they will not Panic while under water. As such, if the spell recipient does enter into combat underwater, the character gains an Edge (which will likely partially negate the Extreme Drawback normally incurred for such activities).

Further, the spell allows a person to speak normally while underwater. So, the recipient may cast spells requiring Verbal components.

The effect of this spell does not hamper normal air breathing. Therefore, the spell recipient may leave the water and return as often as desired as long as the spell remains in effect.

Call Great Fell Heavenly Rain

Pagan Discipline Requirements: Fortune: 12

Description: Other than the differences listed herein, this spell is identical to Call Great Rain.

Conflict Rolls: When the spell first appears and at the end of the caster's Turn every Round thereafter, allow all creatures within the Affected Area an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Metaphysical Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Call Great Freezing Rain

Pagan Discipline Requirements: Fortune: 10

Description: This spell creates a sudden downpour of icy rain that freezes immediately upon contact with the ground.

Action Time: 1 Assault Action Setback Cost: 6

Casting Req.: Verbal, Gestural Range: 40'

Affected Area: 10 foot radius.

Duration: Proximate. The rain lasts while the caster is Proximate, although they may cancel it at any time. Thereafter, if the air temperature remains below freezing, the resulting ice sheet may last indefinitely.

Other Details: The spell imposes the Slick Terrain, Quenching Area, and Waterlogged Area Conditions on the entire Affected Area. It also Drenches any creatures that are within the area for at least one full Round. (See their respective descriptions in the Common Conditions section of The Rules Reference for details.)

Any regions in the area that were aflame, whether they were fully extinguished by the spell's Quenching effects or not, will be filled with a combination of smoke and fog. This smog imposes the Clouded Area Condition to those regions.

Multiple castings are not cumulative in a given area.

Call Great Rain

Pagan Discipline Requirements: Fortune: 5

Description: This spell calls forth a sudden downpour of rain, which Drenches the ground and any creatures within the area.

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: 10 foot radius. Setback Cost: 6

Action Time: 1 Assault Action

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Conflict Rolls: None. Any creature remaining in the Affected Area for at least one full 1 Round is considered to be Drenched in water until the end of the current Scene. Further, the ground becomes a Waterlogged Area. (See their descriptions in the Common Conditions section of The Rules Reference for repercussions.)

Further, the spell automatically puts out all non-magical fires within its area. Any areas previously on fire will, instead, be filled with a combination of smoke and fog. This smog will limit normal vision to 5 feet. It forces any attacks further than 5 feet to be with a Drawback, and attacks further than 10 feet to be with an Extreme Drawback, which is essentially equivalent to fighting blind (see Fighting Blind in the Conflict Rules section of The Rules Reference). The smog also gives similar Edges to all those Sneaking within the area.

The spell has no effect on magical fires.

Call of the Wild

Pagan Discipline Requirements: Fortune: 5

Description: Call of the Wild summons the aid of a single animal.

Conflict Rolls: None Setback Cost: 5

Action Time: One Action.

Affected Area: This spell summons a single animal from the nearby wilderness.

Duration: Vanquish / Proximate. The spell lasts until the creature is Overcome, or is no longer Proximate to the caster. Although, the caster may cancel the spell at any time. While maintaining control of the summoned creature, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Range: The caster must be within 1 mile of untamed wilderness.

Casting Req.: Verbal. The animal first appears the next

Round after the summons running at its fastest gait toward the caster. As such, there must be an open path from the wilderness to the caster for the summoned animal to appear.

Other Details: The caster chooses the animal's form but they can only call animals native to the territory in which the spell is cast. It must be a creature written up in one of the game's monster supplements. (The Rules Reference has lists of Desert Animals and Woodland Animals.)

The animal will perform any act within its ability to aid or defend the caller. Thus, a bear will attack any opponents while a horse would allow the caster to escape danger on its back. The magic of the spell does not provide for direct communication with the animal, though. So, it cannot be commanded to perform any specific acts. But, it will stay near the caller and protect them with its life if they are obviously threatened.

To determine the creature's stats, look up the example having the highest Level less than or equal to the spell level. All characteristics of the animal are normal for a creature of its type and Level.

Calm Storm

Pagan Discipline Requirements: Fortune: 13

Description: This spell calms the most violent storms for the spell duration. While the spell remains in effect, any attempts to generate a new storm will automatically fail.

Affected Area: 20 mile radius.

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 2 per 5 minutes Action Time: 5 minutes

Duration: Fixated. This spell lasts until the caster loses concentration on it, performs an Assault Action, or stops paying the required Setback Cost.

Conflict Rolls: For the spell to work, the caster must make a successful Conflict Roll as described hereafter.

If the storm is natural in origin, the Conflict Roll is made as a Willpower Check against a Threshold set by Overlord Fiat. (See the Overlord Fiat Threshold Table in The Rules Reference for guidance.)

If the storm was induced by magic (for example, if it was induced by the Nature spell Evoke Tempest), the caster of this spell must make a Spell Roll with Heart Adjustments against a Threshold of 10 plus the spell rank of the storm.

Other Details: The spell only suppresses weather-style effects whose areas are more than a quarter of a mile across.

Cernunnos's Stag Antlers

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Fortune: 3

Description: This spell gives the caster the swift speed and grace of a stag. It effectively adds 5 feet per 2 spell ranks to their running Speed, even when running through dense woods. The caster may continue their run for the entire duration without tiring. Further, they gain an Edge on all Rural Stealth rolls.

Affected Area: Caster. Range: 0'

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Gestural

Setback Cost: There is no initial Setback Cost to the caster. However, they sustain 2 Setback every Round they move faster than their normal land Speed. Note that this Setback Cost is only paid once on any given Round, even if they take multiple Move Actions during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the caster wants it to last. As soon as the caster no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if they are unable or unwilling to pay the required Setback Cost. While the spell is in effect, the caster must treat it as a Spellbinding when considering their Magic Limit.

Other Details: Any creature observing the caster during their run will perceive faint ghostly antlers branching from the caster's head.

The magic of the spell does not hasten the caster's attacks in combat, merely their movement rate.

Clinging Vines

Pagan Discipline Requirements: Fortune: 1

Description: This spell quickly grows thick, sturdy vines covering surfaces at the direction of the caster.

Setback Cost: 8 Range: Touch

Action Time: 1 Action Conflict Rolls: None

Affected Area: The vines cover a number of 10 foot by 10 foot areas equal to the spell rank. They grow at the caster's direction. Thus, a Druid 6th Fortune rank could instruct the vines to completely cover a 20 foot by 30 foot wall or form a 10 foot wide strip of vines up a 60 foot cliff face. However, the vines can only cover surfaces; they cannot form walls or barriers.

Duration: Genesis. The vines may be removed normally but will continue to flourish as ordinary vines if left alone.

Casting Req.: Gestural. The spell must be cast on dirt

covered ground from which the vines will sprout.

Other Details: Once the caster indicates where the vines are to grow, they cast the spell. Vines immediately sprout producing lush vines in a single Round that grasp firmly to trees, cliff faces, or castle walls.

These vines are capable of supporting the weight of Medium-sized creatures and may be easily climbed by any humanoid.

If grown over a door and its surrounding wall, the vines will make it difficult for anyone to open it. To do so, they must make a Strength Check against a Threshold of 10 plus the spell rank.

Commune with Nature

Pagan Discipline Requirements: Fortune: 11

Description: Commune with Nature calls animals from the surrounding area to approach the caster, and affords the caster the ability to communicate with them.

Thus, a Druid in a forest setting who casts this spell is soon surrounded by multitudes of robins, finches, groundhogs, rabbits, and possibly a bear or deer. These creatures will merrily 'chat' with the caster and willingly perform small favors for him. A sparrow could be requested to fly to a nearby cottage and report what they see. A group of squirrels could be asked to gather a large group of nuts to feed a starving party. Beavers would willingly hew a few trees at their direction or build a small dam. Individually, each animal can't accomplish much. But their combined efforts can prove quite potent. For example, a forest could be quickly searched for a missing child, an entire orchard's fruit could be harvested, a stream could be dammed, or a burrow of sufficient size to house a dozen humans could be dug.

Action Time: 5 minutes Setback Cost: 10

Casting Req.: Verbal Range: 0'

Conflict Rolls: None

Duration: Scheduled. 1 hour per spell rank

Affected Area: This spell summons a number of creatures from the surrounding area as shown on the Commune with Nature Table.

Commune with Nature Table

Size Category of Summoned Creature	Number of Creatures Summoned
Large	1
Medium	2
Small	4
Tiny	8
Ultratiny 16	16

So, the spell summons 1 Large creature, 2 Medium-sized creatures, 4 Small creatures, etc.

Other Details: The types of these animals summoned depend on the natural environment. The Overlord determines the environment, and the caster determines the specific types of the Large and Medium-sized creatures summoned from that environment. The remaining animals will be a mixture of the types native to the environment. Unless there is a critical need to know their specific types, just assume some of them will be ground-dwelling creatures, while others are capable of flight. (The animals of various environments are listed in The Rules Reference: Grassland Animal, Mountain Animal, Swampland Animal, Woodland Animal, etc.)

This spell cannot command the summoned creatures into combat, nor can they be commanded to perform any act opposed to their normal behaviors. For example, the spell cannot be used to force a lioness to abandon her cubs. Any attempt to do so will break the spell, causing the animals to scatter.

Cooling Fog

Pagan Discipline Requirements: Fortune: 7

Description: Cooling Fog creates a dense billowing mist.

Action Time: 1 Action Setback Cost: 8

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: 20 foot radius

Duration: Proximate. The mist will normally last while the caster is Proximate, although a strong wind disperses the cloud in 1 Round. A simple breeze will do so in 3. Further, the caster may cancel the spell at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's blinding effects.

Cooling Fog has a damping effect on heat and fire. All creatures within the Affected Area gain an Edge against any such effects.

Other Details: The fog is so thick it imposes the Clouded Area Condition to the entire Affected Area. (See the Area Conditions section of The Rule Reference for details.)

Multiple castings are not cumulative in a given area.

Cornucopia

Pagan Discipline Requirements: Fortune: 2

Description: This spell summons a feast.

Action Time: 1 minute Setback Cost: 6

Duration: Instantaneous Range: Touch

Casting Req.: Verbal, Gestural Conflict Rolls: None

Affected Area: The food that appears provides sufficient nourishment to feed a number of Medium-sized creatures one meal for every two spell ranks.

Other Details: Upon the spell's completion, a variety of flowers and ripe fruits and vegetables are conjured out of thin air.

Demeter's Wintery Sorrow

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Fortune: 12

Description: Demeter's Wintery Sorrow creates an area of frigid swirling winds and stinging sleet that renders those caught in its area utterly depressed.

Action Time: 1 Assault Action Setback Cost: 6

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: The wintery conditions cover a 10 foot radius area and extend above the ground a maximum of 20 feet.

Duration: Proximate. The spell persists while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: All creatures in the area affected by Dreadful Effects must make an Avoidance Roll with Heart Adjustments at the end of the caster's Turn every Round they remain in the area. The Threshold they must overcome equals 10 plus the spell rank. Those failing experience such great melancholy and sorrow for the next Round, they are unable to leave the area. Further, they gain the Temporary Trait of "Depressed", and sustain Dreadful Setback equal to 1 per 2 spell ranks plus the roll's Margin. On a Pure Failure, the creature suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the next Round. However, the character is free to leave the affected area as a Reaction upon their first Conflict Roll success.

Those overcome by this depression lack the energy to even walk out of the wintery frost. In fact, they will simply stand motionless pondering the miserable state of their lives. If this spell drops their Fate Points, they will sit down and begin weeping, completely distraught and utterly defeated until the end of the current scene.

The blizzard-like winds impose a Drawback on any airborne weapons flying through the affected area. In addition, the first attack striking a given individual will snap them out of their comatose state and allow their immediate escape.

Dire Balefire

Pagan Discipline Requirements: Fortune: 6

Description: This spell summons an ethereal white bonfire whose slowly wafting flames are harmful only to undead.

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: 5 foot radius. Setback Cost: 5

Action Time: 1 Assault Action

Duration: Proximate. The spell persists while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: This spell affects all undead within the Affected Area. Any such creature must make an Avoidance Roll with Willpower Adjustments against a Threshold of 10 plus the spell rank when the spell first appear, when entering the area, and at the end of the caster's Turn every Round. Those failing sustain Quieting Setback equal to 1 per 2 spell ranks plus the roll's Margin. Those succeeding sustain half this amount.

If this drops a creature's Fate Points to zero, it is forced into torpor (sleep of the dead) until the next sunset (or for a 24 hour period if deep underground).

Dire Stinging Swarm

Pagan Discipline Requirements: Fortune: 6

Description: This spell conjures a pulsating, buzzing mass of stinging insects.

Action Time: 1 Assault Action Range: 40 feet.

Casting Req.: Verbal, Gestural Setback Cost: 5

Affected Area: The swirling vortex of bees, wasps, and hornets maintains a roughly spherical mass having a 5 foot radius centered on a fixed point in space.

Duration: Proximate. The spell normally lasts while the caster is present unless destroyed as described below. However, the caster may cancel it at any time.

Conflict Rolls: The swarm will aggressively sting any creature in the Affected Area upon its initial casting and on every Round, and upon entering it. At these times, any such creature must make Avoidance Rolls with Heart and Toughness adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates they sustain Toxic Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates they sustain half damage. Since this Damage is mainly inflicted through poison, armor has no effect on the painful stings.

Other Details: The swarm is made up of thousands of insects, each of which has 1 Hit Point and 1 Fate Point. Consequently, one well-placed area spell can totally negate the spell's effects. However, the swarm itself is Immune to Poisons of all kinds.

Epona's Wild Herd

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Fortune: 5

Description: This spell summons a small herd of wild horses to serve the caster. The horses must all be Large or Medium size, as specified by the caster.

Range: See spell description. Setback Cost: 10

Action Time: 1 Action Conflict Rolls: None

Affected Area: The spell summons up to 1 horse per spell rank.

Duration: Proximate. The herd thunders into view two Rounds after the spell is completed. Thereafter, the caster maintains control over the equines as long as the beasts remain Proximate to them. Although, the caster may dismiss the equines at any time.

Casting Req.: Verbal, Gestural. The caster must place two fingers to their lips and emit a loud whistle.

Other Details: As wild creatures, the horses will accept neither saddle nor bridle but will willingly provide the caster and their companions bareback transport.

The solitary lead stallion will allow only the caster to mount him as a steed. Anyone else attempting to do so will be quickly thrown. The herd's mares cannot be directed further than 100 yards from the lead stallion.

The mares have the characteristics of common riding horses and will avoid entering combat if possible. The stallion has no such restriction. They will defend their herd at any cost.

To determine the equines' stats, look up the [Common Horse](#) description in [The Tome of Terrors](#). For the lead stallion, find the example having the highest Level less than or equal to the spell rank. For the remainder of the herd, find the example having the highest Level less than or equal to half the spell rank.

Evoked Spring

Pagan Discipline Requirements: Fortune: 10

Description: This spell causes a gush of fresh water to pour forth from a crack or crevice within a natural stone formation.²²⁶

Action Time: 5 minutes Setback Cost: 10

Conflict Rolls: None Range: Touch

Affected Area: One crevice within a natural stone outcropping, cliff, or other formation.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Casting Req.: Verbal, Gestural, Material. The spell requires the caster to touch the crevice from which the water will flow. The stone must not have been worked or sculpted in any way.

Other Details: The water will flow from the spring at a rate of 1 gallon per spell rank every Round.

Evoked Tempest

Pagan Discipline Requirements: Fortune: 15

Description: Evoked Tempest summons a violent electrical storm.

Setback Cost: 2 per 5 minutes Action Time: 5 minutes

Affected Area: 20-mile radius Range: 0'

Duration: Fixated. This spell lasts until the caster loses concentration on it, performs an Assault Action, or stops paying the required Setback Cost.

Casting Req.: Verbal, Gestural. The caster must remain undisturbed while the clouds gather.

Conflict Rolls: Anyone caught outdoors in this dangerous weather suffers from a Drawback on all physical activities. The storm automatically tears apart structurally weak buildings, such as huts, and tents. No Conflict Roll is normally allowed.

If Tempest is cast over an ocean, small vessels automatically capsize. Large vessels must make Conflict Rolls or capsize. Allow such ships adjustments according to the size of the crew and the experience of the captain (see Ocean Storm in the Wilderness Challenge Scenarios section of The Overlord's Omnibus for details on the requisite Conflict Rolls).

Evoked Thunderclap

Pagan Discipline Requirements: Fortune: 10

Description: This spell produces the terrifying crash and rumble of thunder. The noise is so potent it deafens those nearby.

Action Time: 1 Assault Action Setback Cost: 5

Affected Area: 10 foot radius. The caster is unaffected by the magic of the spell.

Duration: Instantaneous. The thunderclap is essentially instantaneous, although the reverberations may echo for several seconds. See below for other details.

Range: The sound is centered on the caster. Its frightening boom may be heard by any creature within hearing distance. If cast outdoors, the echoes may travel for miles. But, its detrimental effects are only felt by those creatures that are within the Affected Area.

Casting Req.: Gestural. To create a Thunderclap, the caster claps their hands together over their head.

Conflict Rolls: Allow all creatures within the area an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Sonic Damage equal to 1 per spell rank plus the rolls' Margin. Further, it gains the Temporary Trait of "Deafened", and suffers from a Drawback on all Conflict Rolls involving Perception until the end of the current scene. Success indicates they sustain half damage, but avoid the other ill effects.

In addition, any Nonsapient creature within the area must make an Avoidance Roll with Willpower Adjustments. Failure indicates the creature becomes Fearful of the caster. Further, they sustain Dreadful Setback equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount. If this brings the creature's Fate Points to 0, they gain the Frightened Condition, and will flee in panic until the end of the current scene.

Evoked Whirlpool

Pagan Discipline Requirements: Fortune: 12

Description: Evoked Whirlpool creates a swirling vortex of water in a previously existing body of water.

Action Time: 1 Assault Action Range: 80 feet

Setback Cost: 2 per Round

Casting Req.: Verbal, Gestural

Affected Area: The spell affects a radius of up to 5 feet per spell rank. However, the whirlpool must form a complete circle. The radius may be reduced to satisfy this requirement, if necessary.

Duration: Fixated. This spell lasts until the caster loses

²²⁶ In one legend, the Nordic god Forseti threw his golden ax at the ground, and a spring of water gushed forth.

concentration on it, performs an Assault Action, or stops paying the required Setback Cost.

Conflict Rolls: When the spell is first cast, and at every Round thereafter at the end of the caster's Turn, any creature on the surface of the water or submerged within it must make an Avoidance Roll with Vigor adjustments. The Threshold they must overcome equals 10 plus the spell rank. Characters lacking the Swimming skill make this roll with a Drawback.

Success on the roll indicates the character is free to move away from the center of the whirlpool until the next Round. They move at their normal Speed while swimming.

Failure indicates that the character sustains Fettering Setback equal to 1 per 2 spell ranks plus the roll's Margin and moves 10 feet closer to the center of the whirlpool. In addition, while they can move at their normal swimming Speed, they cannot move in a direction away from the whirlpool's center. (Obviously, this means that if they are at the center of the whirlpool, they cannot move at all.)

If the character's Fate Points drop to zero while in the grip of a whirlpool, the strong current pulls them under. It will hold them there for the remainder of the spell duration. If they cannot breathe underwater, they will suffer from the effects of drowning (see Choking / Drowning / Suffocating in the Character Conditions section of The Rules Reference for details).

Whether they succeed or fail on their Conflict Rolls, anyone in the water moves 30 feet in a counter-clockwise direction at the end of the caster's Turn every Round. They will end up an equal distance from the whirlpool's center as they were prior to this movement.

Fell Balefire

Pagan Discipline Requirements: Fortune: 9

Description: Other than the differences listed herein, this spell is identical to Dire Balefire.

Conflict Rolls: This spell affects all undead within the Affected Area. Any such creature must make an Avoidance Roll with Willpower Adjustments against a Threshold of 10 plus the spell rank when the spell first appear, when entering the area, and at the end of the caster's Turn every Round. Those failing sustain Quieting Setback equal to 1 per spell rank plus the roll's Margin. Those succeeding sustain half this amount.

Fell Stinging Swarm

Pagan Discipline Requirements: Fortune: 9

Description: Other than the differences listed herein, this spell is identical to Dire Stinging Swarm.

Other Details: The swarm delivers Toxic Damage equal to 1 per spell rank plus the roll's Margin.

Grim Animal Transformation

Pagan Discipline Requirements: Fortune: 11

Description: This spell changes the form of the target creature into that of an animal specified by the caster.²²⁷ The spell limits the caster to transforming the target into an animal native to the surrounding natural environment. (Lists of the animals native to different natural environments are provided in The Rules Reference: Arctic Animals, Grassland Animals, Woodland Animals, etc.)

Setback Cost: 5

Range: 80 feet

Action Time: 1 Assault Action

Affected Area: One creature affected by Maladive Effects plus anything it personally carries, which is incorporated into the new form.

Duration: Instantaneous. However, if the spell transforms the target into the specified creature, the length of time this transformation lasts depends on the Glory Status of the target at the time, as described under Cursed in The Rules Reference. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

If the magic is ever dispelled through magical means, the target will immediately revert back to its original form.

Casting Req.: Verbal, Gestural.

Conflict Rolls: An unwilling target is entitled to an Avoidance Roll with Heart Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. On a failed roll, the creature sustains Maladive Setback equal to 2 per spell rank plus the roll's Margin. Otherwise, the target sustains half this amount. If this drives the creature's Fate Points to 0, it transforms into the desired form as described under Curse of Transformation in The Rules Reference.

Regardless of the Conflict Roll results, the target gains the Temporary Trait of "Exhibits characteristics of a _____", where the blank is filled in with the form of creature the caster is attempting to transform the target into. This trait lasts until the end of the current Scene.

Other Details: The caster must specify the form desired,

²²⁷ In Celtic mythology, Sadhbh was transformed into a deer by the evil Druid Fear Doirche as punishment for refusing his advances.

which must be one of those listed in the Woodland Animal description in The Rules Reference.

If the targeted creature is willing, the transformation is automatic and delivers no Setback.

Force of Ages

Pagan Discipline Requirements: Fortune: 13

Description: This spell pulverizes the hardest stone.

Setback Cost: 6

Range: Touch

Action Time: 1 Assault Action

Conflict Rolls: None

Affected Area: The spell rapidly grows a single oak tree that will pulverize any rock within a 20 foot radius of its base.

Duration: Scheduled. The tree grows to maturity within a single minute. On the first Round of growth, the oak sapling effectively has 8 Hit Points and a Ward of 6 to blade weapons. Blunt weapons cannot harm it. Every Round thereafter until the tree is fully grown, double its Hit Points. Killing the tree at any point terminates the spell. If the tree is left alone it will continue to prosper indefinitely as a large but otherwise ordinary oak tree.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess an acorn taken from the mightiest oak in a forest. They place it in a small crack or crevice in the rock formation or stone wall that they wish to destroy.

Other Details: This spell causes an oak tree to sprout and grow at a tremendous rate. Its roots seek out the tiniest hairline cracks in the stone surface to penetrate. As the roots grow, they widen and split the rock. The splits, in turn, provide the writhing roots even more cracks to explore. Within one minute, the tree attains the full-grown stature of its parent oak. At this point, all the surrounding rock will have been effectively reduced to rubble.

Freya's Feathered Shawl

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Pagan Discipline Requirements: Fortune: 9

Description: Freya's Feathered Shawl charms a cloak with a powerful transformation spell. The next person that places the shawl over their shoulders will transform into a small-sized bird of prey, of a type specified by the caster.

Affected Area: One cloak.

Setback Cost: 10

Range: Touch

Conflict Rolls: None

Action Time: The spell requires 5 minutes to charm the cloak. Once the wrap is donned, the wearer transforms within 1 Round, as an Action.

Duration: Contained. The charm remains potent on the cloak indefinitely until it is worn. Until used, the cloak must be treated as a magic item when considering its possessor's Magic Limit. The magic of the spell will keep the cloak's wearer transformed until they 'remove' the cloak from their back with their beak. Afterward, it becomes a simple normal cloak.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a cloak made from the skin and feathers of a bird of prey. The charm does not harm the cloak in any way, but its Quality Level limits the spell rank.

Other Details: Any equipment carried by the person donning the cloak will be incorporated into the bird form (up to 5 pounds per spell rank).

To determine the stats of the bird of prey, look up Common Raptor in The Tome of Terrors and use the example having the highest Level less than or equal to the spell rank.

The spell does not affect the mental faculties of the transformed individual. But, spells having verbal or gestural components cannot be cast while in bird form.

Geb's Potent Balm

Cultural Restrictions: The caster must be a priest of the Egyptian mythos.

Pagan Discipline Requirements: Fortune: 4

Description: Geb's Potent Balm dramatically increases the potency of herbal balms (as described in the skill Concocting Herbal Balms in The Character Compendium).

Range: Touch.

Setback Cost: 6

Conflict Rolls: None

Affected Area: One normal herbal healing balm.

Action Time: 1 minute to charm a balm. The time needed to apply the balm is described in the description for Creating Herbal Balms.

Duration: Contained. The affected herbal balm remains charmed until used. As such, the balm must be treated as a magic item when considering its possessor's Magic Limit. The magic of the spell ensures that the balm itself does not decay or become stale.

Casting Req.: Verbal, Gestural, Material. The caster must possess a fresh herbal balm. The components for the balm must have been harvested within 24 hours prior to the spell casting. The Quality Level of the balm limits the spell rank.

Other Details: The spell doubles the healing capacity of the targeted balm.

Gwydion's Arboreal Army

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Fortune: 11

Description: When cast, this spell animates a number of trees to act as warriors in the caster's defense and to aggressively attack at their command²²⁸. The mobile trees will only obey direct orders from the caster that pertain to combat.

Range: The spell initially has a range of 80 feet, although the trees may move out of this range thereafter (assuming they remain Proximate to the caster).

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Verbal, Gestural Setback Cost: 10

Duration: Proximate. The magic of the spell continues to animate each individual tree as long as it remains Proximate to the caster. Although, a given tree will lose its mobility if it is Overcome through Damage and/or Setback. Further, the caster may cancel the spell (in its entirety) at any time. While the spell is in effect, the caster must treat it as a single Spellbinding when considering their Magic Limit.

Affected Area: Up to 1 tree per spell rank. The spell must be cast on a group of trees already present.

Other Details: The number of trees animated equals the spell rank. However, the magic of the spell most easily animates medium-sized saplings. For each large-sized tree animated, the spell rank is reduced by 1. For each great-sized tree animated, the spell rank is reduced by 2.

Each inspirited tree is basically just a normal tree in every way, except that it moves²²⁹. (You can find their combat stats in the description for [Animated Tree](#) in [The Tome of Terrors](#).) Each tree has a Level approximately equal to half the spell rank. Look at the description, and use the example having the highest Level less than or equal to half the spell rank to obtain its stats. If no such example exists (i.e. the minimum Level is higher than half the spell rank), then the tree cannot be animated.

For example, suppose a pagan priest has 12th rank in Fortune. The priest uses the spell to animate 3 large-sized trees and 3 medium-sized trees (since that is what is available). Each large-sized tree reduces the spell rank by 1. So, the spell is cast at 9th spell rank. Thus, each tree could be up to 5th Level. No 5th Level examples exist in [The Tome of Terrors](#), but 4th Level examples do exist. Therefore, the priest animates 3 Large and 3 Medium-sized trees, each having a Level of 4.

Holly Grove

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Fortune: 8

Description: When this spell is cast, a number of holly saplings sprout from the ground. The location of the trees is purely determined by the caster. They can cover the entire area uniformly, form a ring, or lay the trees out in a decorative pattern. Within one day after the spell is complete, these sprigs will mature into large mature holly trees.

Action Time: 1 hour Setback Cost: 22

Conflict Rolls: None Range: 0'

Affected Area: 5-foot radius per spell rank.

Duration: Proximate. The spell lasts while the grove's guardian is Proximate to the trees, although the caster may cancel the spell at any time. The spell will immediately terminate if the faery guardian is slain or the trees are completely destroyed.

Casting Req.: Verbal, Gestural, Material. In casting this spell, the pagan priest must plant a number of holly berries throughout the Affected Area.

Other Details: Once the trees are fully grown, an Ellyl sprite will appear who will happily take up residence in the newly created grove to tend to its needs (for more information on [Ellyl](#), see [Sprite](#) in [Celtic Creatures and Nordic Nightmares™](#)).

If the area is ever invaded, the ellyl may animate a number of the prickly trees equal to half the spell rank to defend the area. To determine the trees' stats, look up Large Animated Tree in [The Tome of Terrors](#) and find the example having the highest Level less than or equal to half the spell rank. The ellyl will attack personally only under the most dire of circumstances. If the faery is ever killed, the spell immediately terminates.

The grove itself is completely immune to normal flame but can be damaged by magical fire.

228 In the Battle of the Trees of Celtic myth, Amaethon and Gwydion of the Tuatha de Dannan fought the army of Arawn, Lord of the Otherworld, because Amaethon had stolen several animals from Arawn. In this fight, Gwydion animated the trees to fight for their side, and prevailed in the struggle.

229 Which is, admittedly, pretty special in itself.

Impunity to Natural Weather

Pagan Discipline Requirements: Fortune: 3

Description: This spell grants the recipient immunity to all effects associated with normal weather conditions. This includes the blazing heat of the hottest desert and the icy-cold temperatures of arctic blizzards.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While the spell is in effect, the target must treat it as a Spellbinding.

Affected Area: One creature Setback Cost: 6
Action Time: 1 Action Range: Touch
Casting Req.: Verbal Conflict Rolls: None

Other Details: This spell does not provide any protection against magically produced effects.

Incarnate Wild Horse

Pagan Discipline Requirements: Fortune: 1

Description: This spell summons a Common Horse to serve the caster.

Action Time: 5 minutes. Setback Cost: 6

Affected Area: The spell calls a single common horse.

Duration: Brittle. The creature will remain conjured until it sustains a single point of Damage or Setback, although the caster may cancel the spell at any time. The caster must treat the creature as a Spellbinding while it is under their control.

Range: The creature may be conjured anywhere within 40 feet of the caster, and must remain Proximate to them for the duration.

Casting Req.: Verbal. To invoke the spell, the caster must emit a loud whistle.

Conflict Rolls: The summoned creature is under the caster's complete control. As such, the caster may spend Guts points on Conflict Rolls involving it, if applicable.

Other Details: The summoned horse is under the caster's complete control. As such, the caster may spend Guts points on Conflict Rolls involving the creature, if applicable.

See Conjuring Creatures under The Foundation of Magic in The Rules Reference for details on how conjuring works.

To determine the equine's stats, look up Common Horse in The Tome of Terrors, and find the example having the highest Level equal to or less than the spell rank.

Note that the caster may expend their own Guts points on the creature's Conflict Rolls, when appropriate.

Incarnate Winged Horse

Cultural Restrictions: The caster must be a priest of either the Greco-Roman or Slavic Mythos.

Pagan Discipline Requirements: Fortune: 12

Description: This spell conjures a winged horse to serve the caster.

Action Time: 5 minutes. Setback Cost: 6

Affected Area: The spell calls a single winged horse.

Duration: Brittle. The creature will remain conjured until it sustains a single point of Damage or Setback, although the caster may cancel the spell at any time. The caster must treat the creature as a Spellbinding while it is under their control.

Range: The creature may be conjured anywhere within 40 feet, and must remain Proximate for the duration.

Casting Req.: Verbal. To invoke the spell, the caster must emit a loud whistle.

Conflict Rolls: The summoned horse is under the caster's complete control. As such, the caster may spend Guts points on Conflict Rolls involving the creature, if applicable.

Other Details: See Conjuring Creatures under The Foundation of Magic in The Rules Reference for details on how conjuring works.

To determine the equine's stats, look up Winged Horse in The Tome of Terrors, and find the example having the highest Level equal to or less than the spell rank.

Note that the caster may expend their own Guts points on the creature's Conflict Rolls, when appropriate.

Lull to Sleep

Pagan Discipline Requirements: Fortune: 6

Description: This spell induces drowsiness and sleep.

Duration: Instantaneous Range: 40 feet

Action Time: 1 Assault Action Setback Cost: 5

Casting Req.: Verbal, Gestural

Affected Area: All living creatures within a 5-foot radius affected by Sedating Effects.

Conflict Rolls: All targeted creatures must make Avoidance Rolls with Heart adjustments against a Threshold equal to 10 plus the spell rank. Failure indicates the target gains the trait "Drowsy", and sustains Sedating Setback equal to the spell rank plus the roll's Margin. A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Agility until the end of the next Round. Success indicates they sustain half the stated Setback If this drives a creature's Fate Points to 0, they fall asleep until they are no longer Overcome.

Natural Transformation

Pagan Discipline Requirements: Fortune: 12

Description: With this spell, the caster may assume the form of an animal closely associated with a deity of the pantheon they follow. If no deity in the pantheon has such an association, the spell has no effect.

Action Time: 1 Action Setback Cost: 4

Casting Req.: Verbal, Gestural Range: 0'

Conflict Rolls: None

Affected Area: Caster and their equipment, up to 5 pounds per spell rank.

Duration: Persistent. The form persists indefinitely, unless the Hit Points of the assumed form is reduced to zero. At this time the caster is returned to their pre-spell status (Hit Points, Strength, etc.). The caster may cancel the spell at any time.

Other Details: There are a number of issues dealing with transforming into a different shape. Each issue is dealt with under its own heading. For more information see the [Polymorphism](#) section of [The Foundation of Magic](#), in [The Rules Reference](#).

Target Form

The caster can only transform into one of the creatures written up in the monster supplements. The spell is limited to transforming the caster into a creature having all of the Keywords of Fleishy, Living, and Natural.

Target Size

Below 10th spell rank, the caster can only transform into an animal in their own Size Category. So, if the caster is of Medium size, they can only transform into Medium-sized animals.

At 10th spell rank, the caster can transform into animals up to one Size Category less or greater than their own. Thus, a Medium-sized caster can transform into a Small, Medium, or Large sized animal.

At 14th spell rank and above, the caster can transform into animals up to two Size Categories less or greater than their own. Thus, a Medium-sized caster can transform into a Tiny, Small, Medium, Large, or Great sized animal.

Target Stats

The caster's mental faculties are unaffected by the spell. So, their Intelligence attribute is not impacted. However, all their other characteristics may potentially be altered.

The caster's Level in the altered form approximately equals their spell rank. To determine the character's stats, look up the description of that creature in one of the monster supplements, and select the example having the desired size category with the highest Level that is less than or equal to the spell rank. If no such example exists, the caster cannot

transform into that form.

Sustained Damage

Changing from one form to another cannot heal damage incurred in animal form. Upon transforming, the caster's Hit Points in either their original form or the animal form are converted on a fractional basis. That is, if the caster's has only half his maximum Hit Points in one form, then the caster will have half of the maximum Hit Points allowed in the other form (and visa-versa).

Spell-Casting in the Target Form

Spell-casting and other skills may be used in the transformed state only if the form allows for it. For example, if a character wishes to cast a magic spell with verbal requirements, they may do so only if the shape-shifted form has the physical ability to speak.

Njord's Fair Winds

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Pagan Discipline Requirements: Fortune: 6

Description: This spell summons a strong breeze to fill the targeted ship's sails.

Action Time: 1 minute Setback Cost: 12

Casting Req.: Verbal, Gestural Range: Touch

Conflict Rolls: None

Affected Area: A Cube 40 feet on a side, which moves with the targeted vessel.

Duration: Proximate. The spell lasts while the ship is Proximate to the caster, although they may cancel it at any time.

Other Details: The caster has some control over the breeze they have created. At the beginning of each day (during the spell duration), the caster must pray for winds to take them in the direction they desire. Within an hour, the winds will shift in the direction indicated. While the winds are not strong enough to break the ship's rigging, the vessel will falter if it is not under control of a full crew of competent sailors.

The ship will travel at twice its normal maximum rate for the duration of the spell. (For most wind-powered vessels this equates to about 20 miles per hour.)

Note that the spell provides the ship with no protection from storms, natural or otherwise.

Obscuring Swarm

Pagan Discipline Requirements: Fortune: 4

Description: This spell summons a dense swarm of flies and other flying insects. The insects do not bite or sting. But, they are so thick that they impose the Clouded Area Condition over the entire Affected Area. (See the Area Conditions section of The Rules Reference for details.)

Action Time: 1 Action Setback Cost: 6

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: 10 foot radius

Duration: Proximate. The swarm will remain while the caster is Proximate. Although, they may cancel the spell at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's blinding effects.

Other Details: Any area damage spell will immediately kill the insects within its area (with no Conflict Roll). If more than half of the Affected Area is so affected, its obscuring effect will be lowered such that attacks up to 10 feet away have no Drawback, and attack further than that distance are only with a single Drawback. If its entire area is so affected, the spell will be completely negated.

Multiple castings are not cumulative in a given area.

Rays of Dawn

Pagan Discipline Requirements: Fortune: 7

Description: Rays of Dawn shoots rays of sunlight from the caster's hand.

Duration: Instantaneous Setback Cost: 6

Casting Req.: Gestural Range: 0'

Action Time: 1 Assault Action

Affected Area: The spell produce a flash of sunlight forming a cone 40 feet long with a 20 foot base diameter.

Conflict Rolls: All creatures in the Affected Area must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Those failing sustain Sunshining Damage equal to 1 point per spell rank plus the roll's Margin. Further, sighted creatures are partially blinded for the remainder of the Scene, giving them a Drawback on all Conflict Rolls involving Perception until the end of the next Round. Success indicates they sustain half this amount and avoid the spell's other effects.

Other Details: Creatures particularly vulnerable to sunlight, such as Vampires and Stone Trolls, feel whatever additional affects sunlight imposes as if exposed to it for one Round.

Sobek's Beloved Pet

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Fortune: 1

Description: This spell conjures a Crocodile of Large size or smaller under the caster's control.

Affected Area: One crocodile. Setback Cost: 10

Casting Req.: Verbal, Gestural Action Time: 5 minutes

Duration: Brittle. The creature will remain conjured until it sustains a single point of Damage or Setback, although the caster may cancel the spell at any time. The caster must treat the creature as a Spellbinding while it is under their control.

Range: The creature may be conjured anywhere within 40 feet of the caster, and must remain Proximate to them for the duration.

Conflict Rolls: The summoned creature is under the caster's complete control. As such, the caster may spend Guts points on Conflict Rolls involving the creature, if applicable.

Other Details: See Conjuring Creatures under The Foundation of Magic in The Rules Reference for details on how conjuring works.

To determine the crocodile's stats, look up Crocodile in The Tome of Terrors, and find the example having the highest Level equal to or less than the spell rank.

Svantovit's Gleaming Steed

Cultural Restrictions: The caster must be a priest of the Slavic Mythos.

Pagan Discipline Requirements: Fortune: 5

Description: This spell summons a large pure white Fairy Horse to serve the caster.

Action Time: 1 minute. Setback Cost: 6

Casting Req.: Verbal

Affected Area: The spell calls a single white war stallion to serve the caster.

Duration: Brittle/Proximate. The spell lasts as long as conjured creature is Proximate to the caster. However, it is a Mook. That is, it has one Hit Point and 1 Fate Point. So, the first successful action targeting it defeats it. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Conflict Rolls: The summoned horse is under the caster's complete control. As such, the caster may spend Guts points on Conflict Rolls involving the creature, if applicable.

Other Details: See Conjuring Creatures under The Foundation of Magic in The Rules Reference for details on

how conjuring works.

The initial size of the beast is specified by the caster, but must be one of those detailed under [Fairy Horse](#) in [Celtic Creatures](#) and [Nordic Nightmares](#). To determine its stats, look up the example having the highest Level equal to or less than the spell rank.

Tangled Forest

Pagan Discipline Requirements: Fortune: 11

Description: Upon completion of this spell, the caster causes the undergrowth of a section of woodland or brush to become tangled and clingy. This undergrowth will hinder any passage through the overgrown wood.

Action Time: 1 Assault Action Range: 320 feet

Casting Req.: Verbal, Gestural Setback Cost: 8

Affected Area: Up to a 20 foot radius. The spell may only be cast in a woodland setting.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: The spell imposes the [Tangled Morass](#) Condition to the entire Affected Area. (See the [Area Conditions](#) section in [The Rules Reference](#) for details.)

Twining Vines

Pagan Discipline Requirements: Fortune: 9

Description: This spell quickly grows a mass of thick, woody, interwoven vines covered in dense green leaves. After the spell is complete, the structure requires only 1 Round to reach its full extent.

Action Time: 1 minute Setback Cost: 6

Duration: Instantaneous / Genesis. The woody morass grows instantly, and remains rooted to the spot until it dies.

Affected Area: This spell grows a single continuous mass of twisted vines. It consists of a number of 5 foot cubes equal to the spell rank. At least one cube must sprout directly from the ground, but if it grows adjacent to another group of twisted blocks, they will intertwine with them to form a continuous whole.

Range: The caster must touch the ground from where the vines are to sprout. The mass may extend to any distance from that point, as long as it remains contiguous.

Casting Req.: Verbal, Gestural, Material. The structure may be summoned only upon dirt or clay. It can never sprout on stone or other solid surface where roots cannot take hold. As such, the Material Component is a patch of ground in which to plant the spell.

Conflict Rolls: None

Other Details: Walking or crawling through the thicket is impossible for small-sized creatures and larger. Tiny sized creatures may do so at a Speed of no more than Creeping (5). Ultratiny-sized creatures and smaller may move through the blocks unhindered.

Each 5 foot block of vines can easily support the weight of a Large-sized creature. As such, the vines can be used to create sturdy structures, including walls, floors, and ceilings. They can even be used to form bridges (akin to rope bridges), assuming both ends of such a bridge are rooted in soil.

Further, each block has 40 Hit Points, and a Defense and Quality Level of 0. The vines are Immune to Bleeding, Blunt, Crushing, Freezing, Puncturing, Scorching, Sonic, Starving, Suffocating, Toxic, and Internal Damage, but are Highly Sensitive to Blighting Effects. While they can be damaged with Fire, they are green and living, and so cannot be set aflame.

Wall of Wind

Occult Lore Requirements: Fortune: 7

Description: This spell creates an invisible vertical wall of turbulent wind.²³⁰ The barrier hinders creatures and projectiles passing through it.

Casting Req.: Verbal, Gestural Setback Cost: 6

Action Time: 1 Assault Action Range: 40 feet

Affected Area: The wall is 1 foot thick and 20 feet by 20 feet wide.

Duration: Proximate. The spell lasts while the caster is Proximate. The wall remains standing for the entire spell duration regardless of the number of creatures and objects passing through it. Although, the caster may cancel the spell at any time.

Conflict Rolls: Any creature passing through the wall must make an Avoidance Roll with Agility Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature is knocked Prone. It must either get outside assistance by being dragged or pushed away from the barrier, or succeed on a similar Conflict Roll. Each such attempt requires an Assault Action.

The Attack Rolls of any projectiles passing through the barrier suffer from an Extreme Drawback. Spells cast through the wall that do not involve some form of projectile are unaffected.

²³⁰ In order to turn the tide of a battle in his favor, Earl Haakon Sigurdsson of Norway sacrificed his seven-year-old son to the Jotunn Thorgerd to gain her favor. Soon thereafter, a wall of wind arose that turned away the arrows of his enemies.

Pandemonium Spells

Aphrodite's Dazzling Smile

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Fortune: 3

Description: This spell bestows upon the caster a tiny portion of Aphrodite's mind-numbing beauty, which stupefies anyone viewing it.

Action Time: 1 Assault Action Range: 0

Setback Cost: 2 per Round

Casting Req.: Verbal, Gestural.

Affected Area: Any creature attracted to the caster's sex who is within 5 feet per spell rank and is affected by Entrancing Effects.

Duration: Fixed. This spell lasts until the caster loses concentration on it, performs an Assault Action, or stops paying the required Setback Cost.

Conflict Rolls: On the initial casting, and at the end of the caster's Turn every Round thereafter, any affected creature viewing the caster must make an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing sustain Entrancing Setback equal to 1 per 2 spell ranks plus the roll's Margin, gain the Temporary Trait, "Slack Jawed", and refuse to look away from the caster. On a Pure Failure, the creature suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. Success indicates the creature need make no further such Conflict Rolls as long as they avert their gaze. However, as long as they do so, they suffer from a Drawback on any attacks on the caster.

If this spell brings a creature's Fate Points to zero, it stands in rapt awe, completely stupefied, while the caster remains in sight.

Apple of Discord

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Fortune: 12

Description: This spell summons a golden apple to the caster's hand, which may be carried until used. When the apple is tossed to the ground, it induces all Sapient creatures nearby to desire it.²³¹

Action Time: 1 Action to summon the apple, and 1 Assault Action to toss it.

Duration: Contained / Scheduled / Unstable. The apple exists as long as the caster retains possession of it. During this time, the apple must be treated as a magic item when considering its possessor's Magic Limit. Thereafter, the apple's aura is evoked. The apple and its aura will then persist for 5 minutes. The effects on a given individual persist only until they make their first successful Conflict Roll against it.

Setback Cost: 6

Affected Area: The spell summons a single apple. When tossed to the ground, the magic of the spell affects all Sapient creatures within 10 feet of it.

Range: The apple is summoned directly into the caster's hand. Thereafter, they may toss it anywhere up to a distance of 40 feet. Its magical aura is triggered as soon as it leaves their possession, affecting all Sapient creatures within 10 feet of the golden fruit, other than the caster themselves. While it is not in possession of any creature, the caster may pick it up and re-toss it any number of times until the Duration ends. Anyone else voluntarily picking it up automatically falls under its influence.

Casting Req.: Verbal, Gestural.

Conflict Rolls: Every affected creature must make a sequence of Avoidance Rolls with Heart Adjustments until they succeed. These are made at the end of the caster's Turn every Round. The Threshold they must overcome equals 10 plus the spell rank. Their first success indicates the creature is no longer susceptible to the spell, and need make no further Conflict Rolls. Failure indicates it sustains Entrancing Setback equal to 1 per spell rank plus the roll's Margin, and gains the Temporary Trait "Covets the Apple of Discord". They will not willingly move away from it until a successful roll is made. If this drives the creature's Fate Points to zero, the creature's Fate Points are immediately restored to maximum and it loses all self-control to its lust for the apple. It furiously strives to gain possession of it by any means necessary.

Other Details: Any creature fully succumbing to the charm will strive to gain immediate ownership of the golden fruit. No barrier and no opponent can dissuade the relentless lust. Even the best of comrades will battle one another to win the prize. Of course, once the item is obtained the fever will subside for the claimer until someone tries to pilfer the prize.

Despite the intense yearning induced by the spell, no affected creature will perform an act that would obviously result in its own immediate death. Even so, any non-suicidal opportunity to gain the necklace will be taken, regardless of other consequences.

This limitation does not pertain to situations that are likely to result in the creature's death. It only applies when the result

²³¹ In Greek mythology, the Apple of Discord had the words "For the Most Beautiful" engraved on it. Eris, the god of chaos, tossed the golden apple into the midst of Aphrodite, Athena, and Hera. The result was the Trojan War.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Chernobog's Potent Toxin

Cultural Restrictions: The caster must be a priest of the Slavic Mythos.

Pagan Discipline Requirements: Fortune: 10

Description: Chernobog's Potent Toxin enhances the potency of a vial of a poisonous Toxin.

Action Time: 1 minute Setback Cost: 6

Range: Touch (The caster need only touch the container holding the poison, rather than the poison itself.)

Affected Area: One vial of a toxic poison (up to a number of Doses equal to 2 plus 1 per 2 spell ranks).

Duration: Contained. The charm remains potent on until all doses are used. Further, the poison itself will not deteriorate. As such, the vial of poison must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The caster must possess a dose of a poisonous toxin on which to place the charm. The Quality Level of the poison limits the spell rank.

Conflict Rolls: Any creature making a Conflict Roll to resist the poison's effects must make the roll with a Drawback.

Other Details: The poison's potency increases by one level, up to a maximum potency of Deadly. So, a Weak Toxin becomes a Typical Toxin, Typical becomes Strong, and Strong becomes Deadly. Poisons that are already Deadly cannot have their potency increased further.

This spell is considered to be a Woe effect on the poison. So, it will automatically fail if the poison already has a Woe effect on it.

Chiding Torment

Pagan Discipline Requirements: Fortune: 1

Description: This spell induces persistent stabbing pains in the target's body.

Setback Cost: 2 per Round Range: 80 feet

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Affected Area: One creature

Duration: Fixated. This spell lasts until the caster loses concentration on it, performs an Assault Action, stops paying the required Setback Cost, or the target moves out of Range.

Conflict Rolls: Allow the target an Avoidance Roll with Heart adjustments against a Threshold of 10 plus the spell rank plus the caster's Heart. Success indicates they avoid the

spell's effects entirely. A failed roll means the target feels terrible pains throughout their body for the spell duration.

The target immediately takes 2 Tormenting Setback upon spell completion. On every Round thereafter, at the end of the caster's Turn, the target sustains a cumulative 2 Tormenting Setback. So, on the first Round, they take 2 Tormenting Setback. On the next Round, they take 4; the next they take 6; etc. If the target falls to 0 Fate Points as a consequence of this spell, they will fall to their knees in unbearable pain while they are Overcome.

Other Details: Until the end of the current scene, the target gains the Temporary Trait of "Feels Sharp Pains".

Multiple castings are not cumulative.

Corrupt Dire Infernal Weapon

Pagan Discipline Requirements: Fortune: 5

Description: This spell imbues a weapon with Infernal magic. When it strikes an angel, celestial, or other creature affected by Infernal energy, the point of impact briefly flickers with black flame.

Affected Area: One weapon

Action Time: 1 Action Range: Touch

Setback Cost: There is no initial Setback Cost to the caster. However, the weapon's holder sustains 2 Setback upon the initial casting, and at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple times during that Round.

Casting Req.: Verbal, Gestural. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by a sentient creature, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. (Although, the weapon may be passed from one sentient creature to another without the spell terminating.) The spell also terminates if the weapon's possessor is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the possessor must treat the weapon as a magic item when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: The Margin of a weapon's Attack Roll is normally delivered to any creature it strikes as Internal Damage (or Footing or Fettering Setback for Entrapment Weapons). However, this spell transforms that Margin into Infernal Damage. In addition, the magic of the spell adds an

additional amount of Infernal Damage equal to 1 per 2 spell ranks. For example, suppose a weapon normally delivers 8 Blunt Damage plus Internal Damage equal to the Margin, and a spell of this type rank transforms it into a 12th spell rank Infernal Weapon. For the spell duration, the weapon would deliver 8 Blunt Damage plus Infernal Damage equal to 6 plus the Margin.

Further, the spell counts as a Woe Effect. As such, it automatically fails if there is already a Woe Effect on the weapon.

Curse of the Mummy

Cultural Restrictions: The caster must be a priest of the Egyptian mythos.

Pagan Discipline Requirements: Fortune: 11

Description: While this spell is in effect, the caster's hand (or other natural attack mode) delivers Maladive Setback and possibly disease to whatever it touches.

Affected Area: Caster. Setback Cost: 4

Casting Req.: Verbal Range: 0

Action Time: 1 Action

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Maladive Setback equal to one per 2 spell ranks plus the Attack Roll's Margin (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon.

If the spell drops the target's Fate Points to zero, it is infected with a disease of the caster's choosing. (See the Diseased condition under Character Conditions in The Rules Reference for a list of possible diseases.)

Duration: Persistent. The magic of the caster's touch endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Any disease imposed by the spell persists as described on the Curse of the Mummy Aftereffects Table.

Curse of the Mummy Aftereffects Table

Target's Glory Status	Aftereffect
1-3	The disease lasts only until the end of Scene.
4	The disease lasts no more than 1 week.
5-6	The disease runs its full natural course unless magically cured.

Other Details: Needless to say, the spell does no harm to the caster.

This spell is considered to be a Woe effect. It will fail if the caster already has a Woe effect on them.

Delay Curse

Pagan Discipline Requirements: Fortune: 7

Description: This spell charms a work of art with magic that enables the caster to delay the targeting of a curse until a set event occurs. (For descriptions of various curses, see the Cursed condition under the Character Conditions section in The Rules Reference.) For example, they could place a delayed Curse of Mad Rage on a statuette within a crypt facing its entrance so that the spell takes effect on the first person to open the crypt at a later date.

Action Time: 8 hours Setback Cost: 22

Affected Area: One item, which is charmed with a single curse capable of targeting a single creature.

Duration: Contained. The curse may wait for centuries to take effect. Once the curse is released, the magic on the item spell fades permanently. However, the magic of the curse is Enduring on the target, who must treat it as a Spellbinding until it is lifted.

Range: The caster must touch the item to charm it. The range of the curse it releases depends on the nature of the magic being delayed, up to a maximum of 80 feet.

Casting Req.: Verbal, Gestural, Material. In invoking a Delay Curse, the caster must possess a work of art of some type to charm. The Quality Level of the artwork limits the spell rank.

Conflict Rolls: When triggered, the targeted creature is entitled to an Avoidance Roll with Heart against a Threshold of 10 plus the spell rank. Failure indicates the target is afflicted with the stated curse.

Other Details: To use this spell, the caster first casts Delay Curse on the artistic work. They then immediately cast the spell or states the curse they wish delayed. At this time, they must state the trigger which will eventually release the magic.

Despair

Pagan Discipline Requirements: Fortune: 10

Description: This spell causes the target to become depressed and despondent, possibly to the point of Incapacitation.

Affected Area: 1 Creature Setback Cost: 5

Casting Req.: Verbal Range: 80 feet

Action Time: 1 Assault Action

Duration: Instantaneous / Aftereffect

Conflict Rolls: The target of the spell must make an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the target sustains Dreadful Setback equal to 2 per spell rank plus the roll's Margin. A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the next Round. Success indicates they sustain half the stated Setback. If they are Overcome by the spell, they fall to the floor weeping, completely defeated by overwhelming sadness.

Other Details: Until the end of the scene, the target gains the Temporary Trait of "Depressed".

Dionysus's Drunken Stupor

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Fortune: 7

Description: Dionysus's Drunken Stupor places the targeted creature in an intoxicated mental state. For details on the effects, see Delirious / Intoxicated in the Character Conditions section of The Rules Reference.

Affected Area: One creature Setback Cost: 5

Casting Req.: Gestural Range: 80 feet.

Action Time: 1 Assault Action

Duration: See Below

Conflict Rolls: Allow the target an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Intoxicating Setback equal to 1 point per spell rank plus the roll's Margin. A Pure Failure indicates they are briefly tipsy, suffering from a Drawback on all Conflict Rolls involving their Agility until the end of the next Round. Success indicates the target sustains half the stated Setback. If the target's Fate Points falls to zero, the creature passes out as long as it is Overcome.

Dire Infernal Fire

Pagan Discipline Requirements: Fortune: 9

Description: This spell summons slowly wafting blackish flames that radiate rays of red energy.

Duration: Proximate. The flames last while the caster is present, although the caster may cancel it at any time.

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Assault Action Setback Cost: 5

Affected Area: The flames fill a 10 foot radius circle and extend upward from the ground a distance of 20 feet.

Conflict Rolls: Upon first appearing and on every Round thereafter, this spell burns all creatures within the Affected Area. The spell delivers Infernal Damage equal to 1 per 2 spell ranks when first appearing, when a creature enters its area, and on every Round.

When the spell first appears and at the end of the caster's Turn every Round thereafter, allow an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Those succeeding sustain only half Damage and may move out of the area as a Reaction.

Other Details: Any creature taking damage from the fire gains the temporary trait of "Smoldering" for the remainder of the scene.

Dire Infernal Fury

Pagan Discipline Requirements: Fortune: 6

Description: This spell conjures infernal energy to punish the caster's foe. The target is surrounded by slowly flickering black flames that radiate rays of red energy.

Affected Area: One creature Setback Cost: 5

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Duration: Unstable. The spell lasts until the target makes a Conflict Roll against the spell.

Range: The initial casting requires the target to be within 80 feet of the caster. Thereafter, no range restrictions apply.

Conflict Rolls: Allow the targeted individual an Avoidance Roll with Heart adjustments every Round. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. If successful, the target sustains no damage that Round and the spell ends. Otherwise, the miserable target receives Infernal Damage equal to 1 per 2 per spell ranks plus the roll's Margin.

Dithering

Pagan Discipline Requirements: Fortune: 5

Description: This spell imposes on the target an unrelenting nervous tremble.

Affected Area: One creature Setback Cost: 5

Casting Req.: Gestural Range: 80 feet

Action Time: 1 Assault Action

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: Allow the target an Avoidance Roll with Heart Adjustments to avoid the spell effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. If the roll fails, the target suffers from a Drawback on all Conflict Rolls involving Agility.

Further, spells having Gestural components that are cast by targets of this spell are with a Drawback. So, if such a spell cast by a Dithered spell-caster allows its target a Conflict Roll, the spell-caster has a Drawback on the spell succeeding.

Dolorous Stroke

Pagan Discipline Requirements: Fortune: 8

Description: This spell places a curse on a weapon. Every time the weapon strikes a foe, they are at risk of suffering from a grievous wound that will not heal by normal means.

Affected Area: The spell charms one weapon.

Setback Cost: 4 Range: Touch

Action Time: 1 Assault Action

Duration: Contained / Vanquish. The weapon remains charmed until the curse is delivered to a struck enemy. Until this time, the weapon must be treated as a Magic Item when considering its possessor's Magic Limit. As soon as a struck creature fails in their Conflict Roll, the magic of the spell fades from the weapon and transfers to the struck creature. From that point, the magic affects the target until they are Overcome. Until then, they must treat it as a Spellbinding.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the weapon to be enchanted. The Quality Level of the weapon limits the spell rank.

Conflict Rolls: Anyone struck by a weapon bearing this spell must make an Avoidance Roll with Heart adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the character suffers from a Curse of the Dolorous Wound (described under the Cursed Condition in the Character Conditions section of The Rules Reference).

Other Details: This spell is considered to be a Woe effect on the weapon. So, it will automatically fail if the weapon already has a Woe effect on it.

Double Vision

Pagan Discipline Requirements: Fortune: 4

Description: This curse causes an individual's sight to lose focus and view double images.

Affected Area: One creature Setback Cost: 5

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Assault Action

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: Allow an Avoidance Roll with Heart Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. Failure indicates the target suffers from a Drawback on all Conflict Rolls involving Perception.

Enmity

Pagan Discipline Requirements: Fortune: 7

Description: A victim of this curse has the tendency of irritating and annoying anyone they converse with.

Affected Area: One creature Setback Cost: 5

Casting Req.: Gestural Range: 80 feet

Action Time: 1 Assault Action

Duration: Vanquish. The spell lasts until either the caster or the target is Overcome, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: Allow an Avoidance Roll with Heart Adjustments to avoid the spell effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. Failure indicates the target suffers from a Drawback on all Conflict Rolls involving Banding Words.

Erato's Arrow of Love

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Fortune: 11

Description: This spell enchants an arrow with a powerful love charm.

Action Time: 1 Action Setback Cost: 6

Affected Area: The spell charms one arrow. The magic of the spell only works on creatures affected by Entrancing Effects. The magic is expended when it strikes any creature after being shot from a bow.

Action Time: 1 minute to charm the arrow. The time it takes to shoot the arrow depends on the bow used.

Range: Charming the arrow requires the caster to touch it. The range of the arrow itself depends on what type of bow is used to shoot it.

Casting Req.: Verbal, Gestural, Material. The caster must have an arrow whose Quality Level limits the spell rank.

Conflict Rolls: Any affected creature struck by the arrow sustains Entrancing Setback equal to 2 per spell rank plus the Attack Roll's Margin. If this drops the target's Fate Points to zero, it will immediately fall deeply in love with the person who shot the arrow. If the target is attracted to the shooter's sex, the interest will be romantic. Otherwise, it will be platonic.

Duration: Contained. Once enchanted, the arrow retains its potency until fired. As such, it must be treated as a magic item when considering its possessor's Magic Limit. If the spell drives the target's Fate Points to zero, it imposes a love charm which remains effective as described on the Arrow of Love Aftereffects Table.

Arrow of Love Aftereffect Table

Target's Glory Status	Aftereffect
1-3	The charm lasts only until the end of the current Scene.
4	The charm lasts while the target is Proximate to the caster.
5-6	The charm is Enduring.

Other Details: Any creature fully succumbing to this spell's magic will defend its new-found love with its very life. It will dutifully follow the object of its affection and perform any actions it feels are in its love's best interests, until the magic of the spell is somehow disrupted.

The arrow itself inflicts no damage. However, this spell is considered to be a Woe effect on the arrow. So, the spell will automatically fail if the arrow already has a Woe effect on it.

Essence Ebb

Pagan Discipline Requirements: Fortune: 12

Description: While this spell is in effect, the caster's touch drains the life essence of those targeted. At the slightest touch, wispy swirls of a blackish smoke are drawn from the point of contact into the caster's hand. No pain is felt but the target will sense a general weakening. The drained energy revitalizes the caster.

Affected Area: The spell imbues the caster with the ability to drain energy from creatures affected by Fatiguing Effects. The draining can be performed on all creatures the caster touches within the duration.

Setback Cost: 4 Range: Caster

Casting Req.: Verbal, Gestural

Action Time: 1 Action to initiate. Thereafter, the caster must make a Touch Attack on the target (See Natural Attack Modes for Various Races in The Character Compendium for details.)

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target with a natural attack, it delivers an amount of Fatiguing Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin (in addition to any Damage and/or Setback that is normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon.

This drained Setback restores any Setback the caster has lost, if any, on a point by point basis. However, it can never raise the caster's Fate Points above their normal maximum.

If the target drops to 0 Fate Points, they suffer an Aftermath effect of falling unconscious until the end of the scene.

Other Details: Needless to say, the spell does no harm to the caster.

This spell is considered to be a Woe effect on the caster. So, it will automatically fail if the caster already has a Woe effect on them.

Fenris's Breakaway

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Fortune: 9

Description: This spell breaks any chain, rope, shackle, or other tether.

Duration: Instantaneous. Setback Cost: 4

Action Time: 1 Assault Action Range: Touch.

Affected Area: 1 chain, rope, or other tether.

Casting Req.: Gestural. The gestural component is merely the caster strenuously pulling against the binding tethers.

Conflict Rolls: The caster must make a Spell Roll with Heart Adjustments against a Threshold equal to 10 plus the Quality Level of the tether. The tether will break at its weakest point if the roll succeeds.

Frailty

Pagan Discipline Requirements: Fortune: 4

Description: This curse weakens the targeted creature.

Affected Area: 1 creature

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Assault Action Setback Cost: 5

Duration: Instantaneous.

Conflict Rolls: Allow the target an Avoidance Roll with Toughness and Heart Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Maladive Setback equal to 1 point per 2 spell ranks plus the roll's Margin. A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Strength until the end of the next Round. Success indicates they sustain half the stated Setback. If this brings the target's Fate Points to 0, it is Incapacitated while it is Overcome.

Other Details: Until the end of the current scene, the target gains the Temporary Trait of "Fatigued".

Freyja's Golden Necklace

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Pagan Discipline Requirements: Fortune: 6

Description: This spell charms a golden necklace with an overwhelming aura that induces a craving for it. The greed affects all races that covet gold. An overpowering lust for the jewel will grip any such creature viewing it.

Action Time: 1 Action to charm the necklace, and 1 Assault

Action to toss it.

Setback Cost: 5

Duration: Scheduled. 1 Round per spell rank. The retains its charm for five minutes. During this time, it must be treated as a magic item when considering its possessor's Magic Limit. Its effects on a given individual persist only until they make their first Conflict Roll.

Affected Area: The spell affects a single necklace. Thereafter, the magic of the spell affects all Sapient creatures within 10 feet of it.

Range: The caster must initially touch the necklace, and can toss it anywhere within 40 feet when they do so. The charm only affects creatures within 10 feet of the golden chain. Once the charm is invoked, the caster may handle the item at without falling under its power. While it is not in the possession of a creature, the caster may pick it back up and toss it again for the entire Duration of the spell. Anyone else picking it up automatically falls under its influence.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a gold chain necklace. The Quality Level of the necklace limits the spell rank, but it is unharmed by the spell's magic.

Conflict Rolls: Every affected creature must make a sequence of Avoidance Rolls with Heart Adjustments. These rolls are made by each such creature at the end of the caster's Turn every Round until they succeed. The Threshold they must overcome equals 10 plus the spell rank. Their first success indicates the creature is no longer susceptible to the spell, and need make no further Conflict Rolls. Failure indicates it sustains Entrancing Setback equal to the roll's Margin plus 1 per 2 spell ranks, gains the Temporary Trait "Gold Fever", and will not willingly move away from the necklace, until a successful roll is made. If this drives the creature's Fate Points to zero, the creature's Fate Points are immediately restored to maximum and it loses all self-control to greed. It furiously strives to gain possession of the golden necklace by any means necessary.

Other Details: Any creature fully succumbing to the charm will strive to gain immediate ownership of the golden trinket. No barrier and no opponent can dissuade the relentless gold fever. Even the best of comrades will battle one another to win the prize. Of course, once the item is obtained the fever will subside for the claimer until someone tries to pilfer the ornament.

Despite the intense yearning induced by the spell, no affected creature will perform an act that would obviously end in its own immediate death. Even so, any non-suicidal opportunity to gain the necklace will be taken, regardless of other consequences.

This limitation does not pertain to situations that are likely to result in the creature's death. It only applies when the result is certain death. For example, a dwarf affected by this spell will not jump off a 100-foot cliff after a tossed necklace. However, the same dwarf may gladly leap into a 20 foot

deep spiked pit to win their goal. Of course, the dwarf's current physical condition would play a vital role in any such decision.

Gorgon's Gaze

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Fortune: 13

Description: This spell appears to transform the caster's eyes into glowing spheres of rock giving them the gaze of a gorgon (as the famed Medusa of Grecian legend).

Action Time: 1 Assault Action to cast the spell. Thereafter, the caster may direct their gaze at the end of their Turn every Round without needing to expend any further Actions.

Setback Cost: 6

Casting Req.: Gestural Range: 0'

Affected Area: The spell's effects extend from the caster's eyes in a cone 40 feet long with a 20 foot base diameter. It can impact any creature in that area that is affected by Petrifying Effects. (Assume any sighted creature within the area at the end of the caster's turn meets the caster's gaze, unless they specifically state that they avert their eyes.)

Duration: Maelstrom. The caster's deadly gaze lasts until the end of the current scene, although they may cancel the spell at any time.

Conflict Rolls: Anyone meeting the caster's terrible gaze on any given Round must make an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. A failed roll indicates the target sustains Petrifying Damage equal to 1 per 2 spell ranks plus the roll's Margin, and gains the Temporary Trait of "Slowly Petrifying". A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Agility until the end of the next Round. If this drives the creature's Hit Points to zero, the unfortunate victim's flesh petrifies. The degree of petrification depends on the creature's Glory Status as detailed in the Gorgon's Gaze Aftereffects Table.

Other Details: Any intelligent creature knowing the danger may avert its eyes from the caster's gaze. They must state that they are doing so immediately before the caster declares where their gaze is being directed that Round. (Assume the caster can easily see who is averting their eyes and who is not. So, these declarations are plain to everyone involved.) Any characters averting their eyes suffer from a Drawback on all actions directly involving the caster.

Any creature Overcome by the spell who is partially petrified (as described on the Gorgon's Gaze Aftereffects Table) retains its rocky state until a restoration spell is used (such as a Prayer or Lift Curse). Note that partially changing a creature to stone does not, in itself, kill it. If the petrified areas are somehow changed back into flesh, the creature returns to a normal, healthy state. Of course, any damage

inflicted on petrified flesh is reflected in its living tissue when restored. Thus, any rocky appendage broken away is permanently lost.

Gorgon's Gaze Aftereffects Table

Glory Status	Aftereffect
1	The creature's skin is covered with some light patches of stone.
2	The creature's skin is covered with some moderate patches of stone.
3	The creature has significant patches of stone over their entire body which imposes a Drawback on all Conflict Rolls involving Agility until restored.
4	The creature has significant patches of stone over their entire body and at least one limb is completely petrified. The creature suffers from a Drawback on all Conflict Rolls involving Agility until restored.
5	The creature has significant patches of stone over their entire body and at least two limbs are completely petrified. The creature suffers from an Extreme Drawback on all Conflict Rolls involving Agility or Perception until restored.
6	The creature is completely petrified into solid stone, and is permanently dead.

Greater Frailty

Pagan Discipline Requirements: Fortune: 7

Description: Other than the differences listed herein, this spell is identical to Frailty.

Affected Area: Up to 1 creature per 3 spell ranks

Range: 40 feet

Duration: Proximate. The spell lasts on each target while it is Proximate to the caster, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Grim Bestial Abomination

Pagan Discipline Requirements: Fortune: 10

Description: This spell transforms some portion of the target's body into that of a beast, or gives them some other bestial characteristic, such as horns or a tail, as specified by the caster.²³²

Action Time: 1 Assault Action Range: 80 feet

Casting Req.: Verbal, Gestural. Setback Cost: 5

Affected Area: One creature affected by Maladive Effects.

Conflict Rolls: An unwilling target is entitled to an Avoidance Roll with Willpower Adjustments. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. On a failed roll, the creature sustains Maladive Setback equal to 2 per spell rank plus the roll's Margin. A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Strength until the end of the next Round. A successful roll indicates the target sustains half the stated Setback. If this drives the creature's Fate Points to 0, the target gains a bestial characteristic as described under Curse of Abomination in The Rules Reference.

Regardless of the Conflict Roll results, the target gains the Temporary Trait of "Exhibits characteristics of a _____", where the blank is filled in with the form of creature the caster is attempting to transform the target into. This trait lasts until the end of the current Scene.

Duration: Instantaneous / Aftereffect. If the spell transforms the target, the length of time this transformation lasts depends on the Glory Status of the target at the time, as described under Curses in The Rules Reference. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

If the magic is ever dispelled through magical means, the target will immediately revert back to its original form.

Other Details: The caster must specify what portion of the target's body is affected, and what bestial form it takes.

If the targeted creature is willing, the transformation is automatic.

Grim Rot

Pagan Discipline Requirements: Fortune: 8

Description: A character cursed with this spell becomes infested with gangrenous pustules that emit a strong stench of rotting flesh.

Affected Area: One creature.

Setback Cost: 5

Casting Req.: Verbal, Gestural

Range: 80 feet

Action Time: 1 Assault Action

Duration: Instantaneous / Aftereffect. If the creature is Overcome by the spell, the Aftereffects persist as described on the Rot Table.

Conflict Rolls: Allow the target an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Rotting Damage equal to 2 points per spell rank plus the roll's Margin, and gains the temporary trait of "Emits Putrid Stench". Success indicates the target sustains half this amount.

If the spell drives the target's 0 Hit Points to zero, it imposes an Aftereffect based on their Glory Status as shown on the Grim Rot Aftereffects Table.

Grim Rot Aftereffects Table

Target's Glory Status	Aftereffect
1-3	The sickly sweet smell of rotting flesh lingers only until the end of the Scene.
4	The target permanently gains the Trait "Scarred by Disease".
5-6	The target permanently loses a limb due to Rot.

Hel's Dagger of Famine

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Fortune: 10

Description: When this spell is cast on a dagger, it becomes cursed with the touch of famine and starvation.

Affected Area: One dagger held by a sentient creature.

Action Time: 1 Action

Range: Touch

Setback Cost: There is no initial Setback Cost to the caster. However, the weapon's holder sustains 2 Setback upon the initial casting, and at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple

²³² In Celtic mythology, the King of Tir na nOg heard a prophesy that he would remain king until his daughter, Niamh, married. To ensure this never happened, the king cursed Niamh to have the head of a pig, so that no man would ever fall in love with her.

times during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by a sentient creature, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. (Although, the weapon may be passed from one sentient creature to another without the spell terminating.) The spell also terminates if the weapon's possessor is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the possessor must treat the weapon as a magic item when considering their Magic Limit.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the weapon to be charmed. The Quality Level of the weapon limits the spell rank.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: The Margin of a weapon's Attack Roll is normally delivered to any creature it strikes as Internal Damage (or Footing or Fettering Setback for Entrapment Weapons). However, this spell transforms that Margin into Starving Damage. In addition, the magic of the spell adds an additional amount of Starving Damage equal to 1 per 2 spell ranks. For example, suppose a dagger normally delivers 2 Cutting Damage plus Internal Damage equal to the Margin, and a spell of this type rank transforms it into a 12th spell rank Dagger of Famine. For the spell duration, the weapon would deliver 2 Cutting Damage plus Starving Damage equal to 6 plus the Margin.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a weapon are still susceptible to the weapon's Margin, if they are affected by Starving Damage. For example, a Green Man is Immune to Internal Damage. But, they are not immune to Starving Damage. So, a Green Man would sustain an Attack Roll's Margin as Starving Damage from any weapon charmed with this spell.

Until the target creature is fully healed, they will consume twice the amount of food normally eaten. If insufficient food exists to satiate their hunger, the damage will persist without relief.

The spell may provide some benefit to the wielder against opponents that are immune to Starving Damage, since a weapon charmed with this spell counts as magical. Consequently, a dagger charmed with it can strike any creature requiring a magical weapon to hit.

Needless to say, the spell does no harm to the weapon's wielder.

This spell is considered to be a Woe effect on the weapon. So, it will automatically fail if the weapon already has a Woe effect on it.

Importune

Pagan Discipline Requirements: Fortune: 6

Description: This spell makes the target bad luck to their friends. It imposes a Drawback on all Avoidance Rolls of the target's nearby allies. But, it does not impose any Drawback on the target itself.

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Setback Cost: 5

Duration: Vanquish. The spell persists until the target is Overcome. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Affected Area: The spell centers around one targeted creature. Once it takes effect, however, all allies within 10 feet of the creature suffer the consequences while they remain within that distance. The target itself suffers no direct penalties.

Range: The Importuned individual must be within 80 feet of the caster.

Conflict Rolls: Allow the target an Avoidance Roll with Heart Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

Other Details: The spell can be removed by Lift Curse, or by any magic disrupting spell.

Multiple castings are not cumulative.

Llyr's Stutter

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Fortune: 8

Description: This curse imposes a slight but noticeable stutter on the spell target.

Affected Area: One creature Setback Cost: 5

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Assault Action

Duration: Vanquish. The spell lasts until the target is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Heart Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

While the faltering speech is not hindered enough to prevent basic communication, the target cannot complete even a single sentence without stumbling over the words. This imposes a Drawback on all Banding Words rolls.

Other Details: For spell-casters, the stuttering is highly

problematic. Any spells with Verbal components cast by a creature under this spell's influence are cast with a Drawback.

Loki's Teensy Disguise

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Pagan Discipline Requirements: Fortune: 4

Description: Loki's Teensy Disguise transforms the caster into a Zot-sized fly.

Affected Area: Caster Setback Cost: 4

Casting Req.: Gestural. Range: 0.

Action Time: 1 Action Conflict Rolls: None

Duration: Brittle. The spell persists until the caster sustains a single point of Damage and/or Setback, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: In this polymorphed state, the caster flies at a maximum Speed of 20 and has the following characteristics:

Natural Ward	0
Level	1 per 2 spell ranks
Hit Points	1
Attack Bonus	5 +1 per spell rank
Defense	25 + 1 per spell rank
Damage	1 (sting)

If the caster is damaged while in fly form, they immediately resume their normal form, having suffered the full consequences of the damaging blow.

While in the transformed state, the Pagan priest cannot cast spells or even speak. If they desire, the caster can produce a buzzing sound with their newly gained wings.

Metagrobolize

Pagan Discipline Requirements: Fortune: 10

Description: This spell befuddles the targeted creature.

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Assault Action Setback Cost: 5

Duration: Instantaneous / Aftereffect. If the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Affected Area: One creature affected by Deluding Effects.

Conflict Rolls: The spell delivers an amount of Deluding Setback equal to 2 points per spell rank. Allow the target an Avoidance Roll with Willpower adjustments against a Threshold of 10 plus the spell rank. A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Perception until the end of the next Round. Success indicates the target sustains half this amount. Failure indicates the target takes an additional amount of Deluding Setback equal to the roll's Margin. If this drives the creature's Fate Points to zero, it will wander aimlessly, effectively incapacitated with confusion, until it is no longer Overcome.

Other Details: Until the end of the current scene, the target gains the Temporary Trait of "Puzzled".

Morrigan's Malaise

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Fortune: 10

Description: When Morrigan's Malaise is successfully cast upon a creature, it becomes lethargic and depressed. The effects may be so severe that the creature will be totally defeated, unwilling to participate in combat.

Affected Area: The spell affects all creatures within a 10 foot radius that are affected by Dreadful Effects.

Casting Req.: Verbal, Gestural Range: 40 feet.

Action Time: 1 Assault Action Setback Cost: 6

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: On the spell's initial casting, and every Round thereafter, any creature in the Affected area must make an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the target sustains Dreadful Setback equal to 1 per 2 spell ranks plus the roll's Margin and gains the Temporary Trait of "Depressed". A Pure Failure indicates that, until the end of the next Round, the creature is unable to leave the area under its own volition and suffers from a

Drawback on all Conflict Rolls involving their Heart. If the spell drives the target's Fate Points to zero, the defeated creature will sink to the ground in a depressed stupor as long as they are Overcome.

Possess Living Creature

Pagan Discipline Requirements: Fortune: 16

Description: Possess Living Creature transfers the spirit of the caster into the body of the target. If the caster is a living being, their own body becomes limp and paralyzed as long as their spirit is absent. Unless it is somehow sustained magically, the caster's body will eventually die of starvation and thirst but is otherwise unharmed by the spell.

Affected Area: One creature affected by Entrancing Effects.

Action Time: 1 Assault Action Range: Touch

Setback Cost: 4

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Entrancing Setback equal to the spell rank plus the Attack Roll's Margin (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon.

If the spell drives the target's Fate Points to zero, the caster's spirit passes into the target's body, and takes control of it. At the same time, the caster's body falls into a coma for the spell Duration. (Note that purely Astral beings, such as Eidolons and Ghosts, are able to fully transfer their bodies into that of the host, leaving any physical objects they carry behind.)

Duration: Persistent. The magic of the caster's touch endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

If the spell drops the target's Fate Points to 0, the caster takes control of the target's body. The Duration of this control depends on the target's Glory Status as provided on the Possession Aftereffects Table, although the caster may relinquish control at any time.

Casting Req.: Verbal, Gestural. For the spell to be effective, the caster must come in direct physical contact with the target (or their clothing, armor, etc.).

Possession Aftereffects Table

Target's Glory Status	Aftereffect
1-4	The possession lasts only until the end of the current Scene.
5	The possession lasts until either the caster or the target is Overcome.
6	The possession persists as long as the caster desires.

Other Details: Once the possession is complete, the caster steals control of the new host's body from the resident soul. The host's spirit cannot permanently regain control of their body without outside aid, but may temporarily reemerge when the invader loses consciousness. Every time the caster sleeps or falls unconscious, allow the host spirit an Avoidance Roll with Heart Adjustments against the spell's effects. Success indicates the spirit temporarily regains control of their body for up 1 hour. At the end of the hour, and every hour thereafter, another Avoidance Roll is allowed for control to be retained. On the first failure, however, the invading spirit once again seizes control. No further Avoidance Rolls are then allowed until the caster once again sleeps.

While the host and invader can communicate in a verbal mental parlay, neither is able to directly read the others thoughts or memories.

While in possession of a body, the possessed creature has all of the skills and abilities of the caster, at the caster's skill ranks. Similarly, Level, Intelligence and Heart are those of the caster. However, the remaining Attribute values are those of the possessed creature.

This spell is considered to be a Woe effect on the caster. So, it will automatically fail if the caster already has a Woe effect on them.

Possess Object

Pagan Discipline Requirements: Fortune: 10

Description: Possess Object transfers the spirit of the caster into a target inanimate object. Unless it is somehow sustained magically, the caster's body will eventually die of starvation and thirst but is otherwise unharmed by the spell.

Affected Area: One inanimate object. Setback Cost: 4

Action Time: 1 Action Range: Touch

Duration: Unstable. The caster's spirit may remain within its new host until the caster wishes to leave, the host dies, or an Exorcism is successfully performed. The caster may terminate the spell at any time.

Casting Req.: Verbal, Gestural. For the spell to be effective, the caster must touch the target object with their bare hand.

Conflict Rolls: The target is entitled to no Conflict Roll to avoid the spell's effects.

Other Details: Once the possession is complete, the caster takes control of the object, which becomes a Possessed Construct. (See Possessed Construct Overlay in The Tome of Terrors for details.)

For the spell duration, the Possessed Construct has all of the skills and abilities of the caster, at the caster's skill ranks. Other combat stats are taken from an appropriate Anthropomorph (Leathery Anthropomorph, Metallic Anthropomorph, Wooden Anthropomorph, etc. - again, in The Tome of Terrors). Use an example having a Level less than or equal to the caster's spell rank in this spell. The Possessed Construct has all of the Basic Attributes of the corresponding Anthropomorphic Object, except for Intelligence, which is that of the caster.

If the caster is a living being, their own body becomes limp and paralyzed as long as their spirit is absent. (Note that purely Astral beings, such as Eidolons and Ghosts, are able to fully transfer their bodies into that of the host, leaving any physical objects they carry behind.)

Rotting Touch

Pagan Discipline Requirements: Fortune: 3

Description: While this spell is in effect, the caster's hand (or other natural attack mode) becomes pestilent, causing boils and rot in whatever living flesh it touches.

Affected Area: Caster. **Setback Cost:** 4

Casting Req.: Verbal **Range:** 0

Action Time: 1 Action

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Rotting Damage equal to one per 2 spell ranks (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon. This damage cannot be absorbed by armor.

Other Details: Needless to say, the spell does no harm to the caster.

This spell is considered to be a Woe effect. It will fail if the caster already has a Woe effect on them.

Seven Deadly Sins

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Fortune: 1

Description: This spell inflicts upon the targeted individual one or more of the seven deadly sins. To determine which of the sins is inflicted upon the individual, roll a d20 and refer to The Seven Deadly Sins Table.

The Seven Deadly Sins Table

Die Roll	Sin	Effect
1-3	Pride	The victim becomes extremely snobbish and haughty, and gains the Temporary Trait of "Narcissistic".
4-6	Anger	The victim becomes extremely testy. They gain the Temporary Trait, "Hot Temper".
7-9	Lust	The victim leers at and suavely suggests midnight rendezvous with every individual of the opposite sex encountered. They gain the Temporary Trait of "Lewd".
10-12	Envy	The victim suddenly finds interest in the material possessions of comrades and foes. The smallest trinkets and most worthless baubles catch their undivided attention. They gain the Temporary Trait of "Jealous".
13-15	Greed	The victim is overcome by an intense desire to obtain and keep wealth and riches. They gain the Temporary Trait of "Money Grubber".
16-18	Apathy	The victim becomes extremely lethargic and depressed. He finds interest in little or nothing and will always settle for the easiest course of action. They gain the Temporary Trait of "Couldn't Care Less".
19-20	Sloth	The victim loses all interest in neatness and cleanliness. He completely forgets about personal hygiene and the social graces. Their manner becomes crude and boorish, constantly blaming others for their own vices and failures. They gain the Temporary Trait of "Crude and Unkempt".

Affected Area: One individual **Setback Cost:** 5

Casting Req.: Verbal **Range:** 80 feet

Action Time: 1 Assault Action

Duration: Vanquish. The spell persists until the target is Overcome.

Conflict Rolls: Allow an Avoidance Roll with Heart

Adjustments to avoid the spell's effects completely. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

Other Details: The curse can be lifted by the spell Lift Curse, or by other magic disrupting spells.

Staff to Serpent

Cultural Restrictions: The caster must be a priest of the Egyptian or Mesopotamian Mythos.

Pagan Discipline Requirements: Fortune: 3

Description: This spell transforms a wooden stick into a dangerous serpent. The serpent obeys every command given by the caster without hesitation.

Affected Area: One stick Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Duration: Vanquish / Proximate The spell lasts until the creature is Overcome, or is no longer Proximate to the caster. Although, the caster may cancel the spell at any time. While maintaining control of the summoned creature, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to possess a wooden pole or staff. At the end of the duration, the snake returns to its former wooden state and falls harmlessly to the ground. The Quality Level of the staff limits the spell rank.

Other Details: The serpent may take the form of a Large Constrictor Snake or a Small Poisonous Snake, depending on the caster's preference. To determine its stats and abilities, look up the appropriate example in The Tome of Terrors under Snake having the highest Level less than or equal to the spell rank.

Note that, if a poisonous snake is summoned, its venom cannot be harvested.

Further, since the snake is under the caster's absolute control, they may spend Guts Points on Conflict Rolls involving it.

Strike Blind

Pagan Discipline Requirements: Fortune: 14

Description: This spell blinds the target.

Affected Area: One creature Setback Cost: 5

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Assault Action

Duration: Vanquish. The spell lasts until the target is Overcome, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: Allow an Avoidance Roll with Heart Adjustments to avoid the spell effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. Failure indicates the target loses all sight and must follow the Fighting Blind rule in the Conflict Rules section of The Rules Reference whenever engaged in melee.

Other Details: Sight may be restored only through appropriate magic (i.e. the Healing spell Restore Sight or the Ritual spell Lift Curse).

Tempting Target

Pagan Discipline Requirements: Fortune: 4

Description: This spell draws attacks to its target when they fight multiple foes.

Affected Area: One creature Range: 80 feet

Casting Req.: Verbal, Gestural Setback Cost: 5

Action Time: 1 Assault Action

Duration: Vanquish. The spell lasts until the target is Overcome, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The target is allowed an Avoidance Roll with Heart Adjustments to avoid the spell effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

Other Details: This spell draws melee attacks toward the target. Whenever there are multiple foes within melee range of a character with this curse, at least half of the attacks will target him. (Which of these attacks will target the character is at the Overlord's discretion.) The remainder will target foes as normal, to achieve the greatest tactical advantage.

Tempting Target only affects melee attacks, though. It will not cause a cursed victim to attract Range attacks, or attacks from foes who are clearly outside of melee range.

For example, suppose a group of five characters are attacked

by a pair of leopards, and one of the characters is the unfortunate recipient of a Tempting Target curse. The Overlord automatically assigns one of the leopard attacks to the cursed character, and decides to randomly roll among all other possible targets for the other.

In the unlikely event that this spell is imposed on multiple characters who battle the same foes in melee, they end up counteracting each other, with no overall effect.

Touch of Death

Pagan Discipline Requirements: Fortune: 12

Description: While this spell is in effect, the caster's touch drains the life of those targeted. At the slightest touch, this spell transfers any physical wounds on the caster's body to a living targeted foe.

Casting Req.: Verbal Setback Cost: 4

Action Time: 1 Action Range: 0

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Affected Area: The spell imbues the caster with the ability to drain Hit Points from living creatures they touch. The draining is performed on all creatures affected by Internal Damage that the caster touches within the duration.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Internal Damage equal to one per 2 spell ranks (in addition to any damage normal for the attack mode, if any) plus the roll's Margin. The same is true if the caster is touched directly with a natural weapon. This transferred Damage restores any Hit Points the caster has lost, if any, on a point by point basis. However, it can never raise the caster's Hit Points above their normal maximum. The spell heals the caster only by the amount of Damage that the spell itself delivers. For example, if the caster punches a foe with their fist, the Damage delivered by the fist itself is not applied to the spell's healing properties.

Other Details: The spell transfers only as much damage as is necessary to drive the opponent's Hit Points to zero. Thus, if the spell could have delivered 7 Damage, but the target only had 5 Hit Points remaining when it was struck, the spell heals the caster by only 5 points. Further, if the caster has only sustained 2 Damage, the spell only inflicts 2 points.

The Damage is always imposed on the target as Internal Damage, regardless of the type of damage originally sustained by the caster. (So, the caster does not need to keep track of the type of every wound they sustain.) As such, if the target is Immune to Internal Damage, the spell has no effect.

Since the spell transfers wounds directly from the caster's body to the target, Warding from armor or magical spells has no effect on the damage.

This spell is considered to be a Woe effect. It will fail if the caster already has a Woe effect on them.

Weight of Transgressions

Pagan Discipline Requirements: Fortune: 9

Description: Weight of Transgressions fetters the target with a thick ghostly chain representing the sins and selfish actions of its life that have not been expunged by good and noble deeds. These shackles and chains are invisible and silent to all but the target itself.

Affected Area: One creature. Setback Cost: 5

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Assault Action

Conflict Rolls: When the spell is cast, the target is entitled to an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the spell rank plus the caster's Heart to avoid the spell's effects. Failure indicates the target is encumbered by a ghostly chain. This chain imposes perpetual Tormenting Setback equal to one per spell rank plus the rolls' Margin. This Setback cannot be recovered through the normal means of rest or even during a Fate Points refresh at the end of a Chapter. The number of links in the chain equals the number of these Torment points the character is encumbered by at any given time.

Duration: Vanquish. At most, the effects of the spell last until the targeted creature is Overcome. However, it may end prior to that due to role-playing. The target gains two Temporary Traits: "I am noble", and "I am vile". Every time the character earns a Guts refresh for the "I am vile" trait, the character sustains 1 more Tormenting Setback and another link is added on. Every time the character earns a Guts refresh for the "I am noble" trait, the character regains 2 Tormenting Setback and two links break away and drop off of the chain. When the character no longer has any chain links, the spell ends.

While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: Multiple castings are not cumulative.

Wildfire

Pagan Discipline Requirements: Fortune: 12

Description: Wildfire summons a bonfire of red flames giving off a blackish light. Its hellish fires are harmful to many Astral creatures, including angels and celestials.

Duration: Proximate. The flames last while the caster is present, although they may cancel the spell at any time.

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Assault Action Setback Cost: 6

Affected Area: 10 foot radius.

Conflict Rolls: When the spell first appears and at the end of the caster's Turn every Round thereafter, allow all creatures within the Affected Area an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Infernal Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: If a creature's Hit Points to zero due to this spell, it suffers from the Aftershock effect of Depression and gains the Temporary Trait "Pondering the Meaning of Existence". These Aftershock effects last for a day. Further, extra-planar beings falling to the effects of this spell are banished back to their planes of origin.

Zealot's Plea

Pagan Discipline Requirements: Fortune: 14

Description: With this spell, the caster bends others to their will by persuading them to believe in their system of ethics and morality.

Affected Area: One creature affected by Entrancing Effects.

Action Time: 1 Assault Action Range: 80'

Setback Cost: 5

Casting Req.: Verbal. After having amiably approached the intended target, the caster introduces themselves and begins casually discussing their 'ideologies.' The further the theologian leads the victim, the more the spell binds him.

Conflict Rolls: The target must make an Avoidance Roll with Willpower Adjustments against a Threshold equal to 10 plus the spell rank plus the caster's Charisma. Failure indicates the target sustains Entrancing Setback equal to 2 per spell rank plus the Conflict Roll's Margin. A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the next Round.

Success indicates they sustain half the stated Setback.

If this drives the target's Fate Points to 0, its Fate Points are immediately set to 1 (giving them some ability to act). Further, the creature falls under the caster's sway and becomes a convert.

Duration: Instantaneous / Aftereffect. If this spell drops the target's Fate Points to 0, it falls under the caster's control and gains the Temporary Trait of "Entranced". The Duration of this control depends on the target's Glory Status as provided on the Zealot's Plea Aftereffects Table, although the caster may cancel the spell at any time. Further, the spell may be negated by a Lift Curse or other magic negation spell, such as the Occult spell Invoke Great Cube of Dispelling.

Zealot's Plea Aftereffects Table

Target's Glory Status	Aftereffect
1-4	The Entrancement lasts only until the end of the current Scene.
5	The Entrancement lasts while the target is Proximate to the caster.
6	The Entrancement is Enduring.

While the creature is bound to their service, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: If the targeted creature is Overcome by the spell, they view the caster as their trusted spiritual leader, and will obey their dictates. The victim becomes the 'servant' of their new spiritual leader, will follow most instructions blindly without question, and gains the Temporary Trait of "I am a devoted servant of X", where X is the caster's religion.

Ritual Spells

Animate Armor

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 6

Description: Animate Armor permanently enchants a full suit of armor to guard a tomb, crypt, temple, or other edifice from theft or violation.

Affected Area: One statue. Action Time: 8 hours

Duration: Enduring Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Range: Touch. The statue must remain within 100 feet of where it was charmed, or the magic animating it will fade.

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over the armor, which must be a full suit that is iconic to the caster's culture. The full suit of armor may have gaps. For example, classical Greek armor contains a Corinthian helm and Breastplate. But, the neck is left bare. This presents no problem, as the armor will animate as if worn by an invisible warrior. The animation may include an iconic weapon as well, at the lead spell-caster's discretion.

The Quality Level of the armor (and optional weapon) limits the spell rank.

Other Details: The armor is programmed by the lead spell-caster to animate whenever a set triggering event occurs (i.e. someone enters the tomb). Once the offending parties are dispatched by the guardian, it will resume its post and wait for another offender.

To determine the guardian's stats, look up Animated Armor in The Tome of Terrors and find a size matching that of the armor. Use the example having the highest Level that is less than or equal to the spell rank.

Anthropomorphize Creature

Cultural Restrictions: The spell requires three priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 5

Description: This spell gives sentience to a living creature of animal Intelligence or below.

Affected Area: 1 living creature. Range: Touch

Conflict Rolls: None Action Time: 8 hours

Duration: Genesis. The creature is immediately and permanently enhanced.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural, Material. The Material component for this spell is the creature being given sentience. The creature's Level limits the spell rank.

Other Details: For the metamorphosis to work, the spell rank must equal or exceed the creature's Level. If this requirement is met, the transformed creature is modified as described under Anthropomorph Overlay, Bestial in The Tome of Terrors.

If two anthropomorphized creatures of the same type mate, their offspring will be anthropomorphs as well. In fact, whole populations of anthropomorphs may congregate and develop their own unique cultures.

Note that the spell does not provide the lead caster with control over the transformed creature. However, giving a creature sentience will undoubtedly make it favorably disposed to the lead caster unless they had previously abused it in some way.

Anthropomorphize Relic

Pagan Discipline Requirements: Observance: 7

Description: This spell enchants an item with a personality of its own²³³. For the charm to take hold, the item must be symbolic of the pagan priest's religion, or have symbols of the religion inscribed on its surface.

Affected Area: One item Action Time: 8 hours

Range: Touch Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Duration: Enduring. As such, the charmed item must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell while the item in question is being crafted. Like all permanent enchantments, the spell rank of the spell must match the Quality Level of the item on which it is placed. So, attaining a spell rank of 13 requires the charm be placed on an item of Quality Level 13. It is permissible for a priest to charm an item of lower Quality Level than their spell rank would otherwise allow. But, the spell rank of the charm is limited to the Quality Level of the weapon.

Other Details: At a minimum, the item gains a human-like intellect, as well as the ability to speak. The relic will be an ardent, vocal supporter of the lead spell-caster's pantheon.

Optionally, the caster may also give the relic the ability to move. If this is done, set its stats to match those of one of the Anthropomorphic creature forms provided in The Tome of Terrors. Use the description that most closely matches the materials the Anthropomorph is made from (Fragile for ceramic, Textile for cloth, etc.) Within that description, lookup the example having the highest Level less than or equal to the spell rank.

Bran's Black Cauldron

Cultural Restrictions: The spell requires a number of priests, each being followers of the Celtic mythsos.

Pagan Discipline Requirements: Observance: 18

Description: This black ritual reanimates dead flesh and bone to serve the caster. The raised creature is not restored fully to life. Rather, it is brought to a state between life and death.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the

²³³ The sword of the dark Celtic Fomorian god Tethra, named Orna, can speak. When drawn, the large sword becomes quite conversational. It will readily convey to anyone who will listen all of the many adventures in which it has participated.

ceremony, each of which must expend 5 points of Setback.

Affected Area: One dead body Action Time: 8 hours

Duration: Instantaneous Range: Touch

Conflict Rolls: None

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over a cauldron large enough to contain the body wished animated. The Quality Level of the cauldron limits the spell rank. The spell rank is further limited by the Quality Level of the corpse being raised, which equals its Level when alive.

Other Details: The raised creature is under absolute command of the ritual's leading spell-caster.

The form the undead creature assumes depends on the power and skill of the being while alive. Thus, a mighty warrior may be brought back as a wight or other revenant.

Unnamed characters will generally return as simple Common Revenants or Common Skeletons (depending on whether the corpse still has flesh or not). Named characters will be brought back as some form of Sapient undead. Unfortunately, the caster has no control over the type of undead the cauldron will create. However, if a player's Avatar is raised in this way, the player may pick whatever form they think would be most entertaining to play. Otherwise, roll a d20 and consult the Bran's Black Cauldron Table.

Bran's Black Cauldron Table

Roll	Undead Type Created	Supplement
1-2	Ankou	Celtic Creatures and Nordic Nightmares
3-6	Draug (Land or Sea, depending on what thematically fits best for the character)	Celtic Creatures and Nordic Nightmares
7-10	Ghastly Revenant	The Tome of Terrors
11-16	Ghastly Skeleton	The Tome of Terrors
17-18	Lich	Celtic Creatures and Nordic Nightmares
19-20	Wight	Celtic Creatures and Nordic Nightmares

The Level of the raised creature closely matches that of when it was alive. To determine the creatures stats, look up the appropriate type of undead in one of the monster supplements, and use the example having the highest Level less than or equal to the spell rank. If no such example exists for that type, the creature will rise as a Common Revenant or Common Skeleton (albeit a Sapient one).

If the undead creature is slain, it may not be raised again through the use of the cauldron.

The raised horror lacks all ability to speak. Thus, no creature raised in this way may cast spells having Verbal components and cannot convey verbal messages.

The spell-caster may control only one such creature for every 2 Observance ranks. If a priest animates more than this, they will lose control of one of their ghastly slaves. Determine randomly which is freed from all those controlled, including the creature just animated. If the freed creature is Sapient, it will undoubtedly revile its former master for the horrible curse it has suffered. The creature will use its best tactics to bring about their downfall, even if it means playing the part of the 'good little slave' for a while longer.

Chiron's Quiver of Healing

Cultural Restrictions: The spell requires a number of priests, each being followers of the Greco-Roman Mythos.

Pagan Discipline Requirements: Observance: 8

Description: This spell enchants a quiver of arrows with miraculous healing powers.

Action Time: 20 minutes **Range:** Touch

Setback Cost: The lead spell-caster must expend 8 Setback points. Two other priests must also participate in the ceremony, each of which must expend 3 points of Setback.

Affected Area: The spell charms a number of arrows equal to half the spell rank.

Duration: Contained. Once charmed, the arrows retain their charm until used. As long as all the arrows are kept in a single quiver, the group counts as a single magic item when considering its possessor's Magic Limit. After each arrow is fired, its magic is expended.

Casting Req.: Verbal, Gestural, Material. The lead priest must cast the spell over a quiver of arrows in a temple dedicated to a one of the Greco-Roman pantheons. The Level of the arrows limits the spell rank.

Conflict Rolls: The arrows may be fired by anyone skilled with a bow. A normal Attack Roll is required to hit the target, using the Bowman's Attack Bonus with the weapon. If the target is aware that they are being fired at, and believes the arrow will have a benefit, they are likely to allow the bolt to strike them. In this case, lower their Defense to a flat 5.

When it strikes, each arrow heals the physical wounds on its target by an amount of Damage equal to 2 per spell rank.

Obviously, the arrow inflicts no damage on the target when it strikes.

Consecrate Armor

Pagan Discipline Requirements: Observance: 10

Description: This spell enchants an article of armor with healing powers. To work, the armor must have symbols of the pagan priest's religion engraved on its surface. The armor regenerates lost Hit Points on any living creature wearing it.

Action Time: 8 hours **Range:** Touch

Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: One piece of armor, which heals any living creature wearing it.

Duration: Enduring. As such, the charmed armor must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell while the armor in question is crafted. Like all permanent enchantments, the spell rank of Consecrate Armor must match the Quality Level of the armor on which it is placed. So, attaining a spell rank of 12 requires the charm to be placed on a suit of armor of Quality Level 12. It is permissible for a priest to charm an armor piece of lower Quality Level than their spell rank would otherwise allow. But, the spell rank of the charm is limited to the Quality Level of the armor.

Other Details: The armor piece heals damage done to its wearer at a rate of 1 point per spell rank every hour. Unfortunately, the armor is not able to mend bones or repair maiming.

The armor automatically form fits itself to its wearer. This ability is limited, though. It will fit any creature of the size category for which it was originally fashioned, or one Size Category larger or smaller. But, it cannot change its size beyond this.

Consecrate Colossal Temple

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 16

Description: Consecrate Colossal Temple dedicates a temple, shrine, crypt, or other edifice to a Pantheon of Pagan gods. Often, such a temple focuses on a particular deity as its patron, but may incorporate one or more shrines to others as well.

Action Time: 1 day Range: Touch

Conflict Rolls: None

Duration: Enduring. The spell persists indefinitely, unless the temple is desecrated.

Setback Cost: The lead spell-caster must expend 20 Setback points. Six other priests must also participate in the ceremony, each of which must expend 9 points of Setback.

Affected Area: One temple. The temple must lie entirely within a square area whose side has a length of no more than 80 feet.

Casting Req.: Verbal, Gestural, Material. This ritual must be performed by a number of pagans equal to or greater than the spell rank. For the consecration to work, the temple's interior and immediately surrounding grounds must first be sanctified (e.g. per the Hallow Great Area spell). The material component is a primary sculpture that acts as a focus for the temple. This is generally a depiction of the temple's patron god. The Quality Level of this statue limits the spell rank.

Other Details: Once a temple has been consecrated, its focal statue becomes a powerful conduit of magical energy, otherwise known as Neart. Any pagan priest within the temple, who is a follower of the pantheon to which the temple is dedicated, gains the benefit of its consecration. Any Pagan spells they cast having a spell rank less than or equal to the temple's Quality Level has their Setback Costs reduced by 2 points, down to a minimum of 2.

The spell will automatically fail if the temple lies within an opposing Faction's Zone of Ascendancy. (See its description in the Legendary Environments section of The Overlord's Omnibus for details.)

Multiple castings are not cumulative on a given temple. However, its effects may overlap with other similar effects (such as those of an Epic Monolith).

Consecrate Epic Monolith

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 11

Description: This spell dedicates a huge roughly hewn stone column or slab to a pantheon of gods.

Action Time: 8 hours Range: Touch

Duration: Enduring Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 14 Setback points. Four other priests must also participate in the ceremony, each of which must expend 6 points of Setback.

Affected Area: One large roughly hewn stone column or slab, which extends its influence to a 20-foot radius.

Casting Req.: Verbal, Gestural, Material. This ritual must be performed by a number of pagans equal to or greater than the spell rank. For the consecration to work, the ground on which it is placed must first be sanctified (e.g. per the Hallow Great Area spell). The material component is a huge free-standing stone, having a minimum weight of 1 ton per spell rank. Further, it must be placed directly on bedrock which is of a different type of stone than the monolith itself, and the area on which it is placed must be of special significance to the pagan religion to which it is dedicated, above and beyond that of a normal temple. Finally, the Quality Level of the raw stone limits the spell rank.

Other Details: Once a monolith has been consecrated, it becomes a powerful conduit of magical energy, otherwise known as Neart. Any pagan priest within the sanctified area around the stone, who is a follower of the pantheon to which the monolith is dedicated, gains the benefit of its presence. Any Pagan spells they cast having a spell rank less than or equal to the monolith's Quality Level has their Setback Costs reduced by 1 point, down to a minimum of 2.

Multiple Monoliths are often grouped together in particularly sacred locations, and their effects are additive. These groupings are known as Megaliths, and often act as the locations of a pagan religion's most significant rituals.

Further, the monolith itself is imbued with the spirit of a revered pagan of ages past. As such, it can stand in as a participant in a pagan Ritual, taking the place of one of the supporting pagan priests.

Finally, the spell will automatically fail if the monolith lies within an opposing Faction's Zone of Ascendancy. (See its description in the Legendary Environments section of The Overlord's Omnibus for details.)

Once all of its uses are expended, the item's magical aura fades and it becomes a normal item of its type. It is otherwise unharmed.

Only spells in the lead spell-caster's personal repertoire and which are directly cast by them into the item may be placed on the relic. Thus, the priest cannot simply pray to place a Healing Touch spell on a relic without having the ability to cast that spell. The lead spell-caster must personally cast the spell into the item at the time it is charmed.

This spell gives any wearable item the ability to automatically size itself to its wearer²³⁴. A ring, necklace, belt, or cloak would quickly size itself to be a comfortable fit to its wearer. Its weight also adjusts accordingly. This resizing ability is limited to decreasing the original item's Size Category, though. So, a Medium ring would fit on the finger of a Medium sized Human as easily as that of a Tiny sized Sprite. However, it could not fit itself to the finger of a Large sized giant.

Consecrate Luminary

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Description: This spell brings forth a continually flickering torch-like flame, which produces no heat.

Action Time: 1 hour **Range:** Touch

Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. One other priest must also participate in the ceremony and expend 5 points of Setback.

Affected Area: One item, which blazes with a flame no larger than that of a standard torch. The light produced by the magical flame illuminates to a radius of 20 feet with Bright Light, and another 20 feet with Dim Light.

Duration: Enduring. As such, at the flickering item must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The flame can be brought forth from any type of item. So, figurines, holy symbols, and even simple clay pots may all be used as light sources.

Other Details: As the light given off from the torch emits no heat, it does not interfere with Heat Sense.

Consecrate Siphoning Font

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 8

Description: This spell charms a heavy basin to produce a single dose of a magical potion when triggered. In doing so, the font draws energy from the user.

Affected Area: One font, which produces potions, each of which contains a single dose of magical liquid.

Range: Touch

Conflict Rolls: Charming the font is automatic. Further, the power produced by any potion that is willingly imbibed foregoes any Conflict Roll. Creatures that are force-fed any such potion are entitled to whatever Conflict Rolls are normally allowed by the potion's imbued spell.

Duration: The charm on the font is Enduring. However, the potion must remain Proximate to the font to retain its potency. Even so, the potion's magic fades after a full day passes. If unused when the potion expires, the liquid evaporates into thin air. The potion must be treated as a magic item when considering its possessor's Magic Limit. On the other hand, the spell the potion casts on its imbiber has whatever duration its spell description states. The imbiber need not remain Proximate to the font for the spell to stay in effect. But, the spell lasts no longer than a day after the potion is drunk.

Action Time: 8 hours to charm the font; 1 Action to trigger the font, 1 Action to drink the provided potion.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback. The amount of Setback the font draws from its user equals the Setback Cost of the spell imbued into the potion.

Casting Req.: Verbal, Gestural, Material. The font being charmed must be made from stone or worked metal, and must have a basin at least three feet wide and must be permanently affixed in place. (Often these are permanent fixtures in temples.) Further, the font must have a Quality Level which is at least as great as the Complexity Level of the spell placed on it. (The Complexity Level of a spell equals the highest rank of any Discipline or other skill required to learn the spell. For example, if a spell requires 8th rank in Fortune to learn, the spell has a Complexity Level of 8.) Finally, the Quality Level of the item limits the spell rank. So, a font of 9th Quality Level that produces potions of Healing Touch may cast that spell at no more than 9th spell rank.

Other Details: This spell gives a font the ability to produce a potion, which either flows into or magically appears in the basin. Often, the liquid will flow into the basin out of a sculpture incorporated into the font, such as from a vase held

²³⁴ The Cloak of Padarn from Celtic myth was said to fit itself to any brave person, but could not be worn by a coward.

by a cherub. (This enables a user to capture the produced liquid in a cup or other drinking vessel before it flows into the basin.) However, this means of presentation is not necessary. The font may be charmed to simply have the liquid appear out of thin air.

The produced liquid can have any coloration, scent, and flavor desired by the lead spell-caster, but must be specified at the time of casting.

The provided potion has a single quick-acting power that acts on the drinker. As such, the imbued power is limited to those spells that are able to target a single creature (rather than an area), and which are cast with a single Action.

The font produces a potion when the user touches it and performs some predetermined triggering action, such as speaking a command phrase. (Kneeling benches are often incorporated into the basin's pedestal to satisfy the touch requirement.) Thus, a high priest may give it the power of producing a potion that casts the Pagan spell Healing Touch when the user places his hands on the font and speaks the phrase, "Grant me the miracle of healing water." At the time of the item's consecration, the caster must state the action or event that triggers the item. (Short prayers and religious phrases are often used as triggers and are usually engraved into the font's surface.)

The font's power may be used any number of times, but the Setback required to cast the spell is drawn from its user. If the user does not have sufficient Fate Point to satisfy the required Setback Cost, the font produces nothing.

Only spells which are in the lead spell-caster's personal repertoire and which are directly cast by them into the basin may be placed on the font. Thus, the priest cannot consecrate a font to produce potions of Healing Touch without having the ability to cast that spell. The lead spell-caster must personally cast the spell into the font at the time it is charmed.

Consecrate Siphoning Relic

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 7

Description: This spell charms an item with a single power that draws its energy from the user.

Action Time: 8 hours **Range:** Touch

Affected Area: One Item **Conflict Rolls:** None

Duration: Enduring. The charmed item must be treated as a magic item when considering its possessor's Magic Limit.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural, Material. First, this ritual can only be performed in a temple of the caster's pantheon. The

relic being charmed must be a fragment (or whole piece) taken from a revered item. The relic being charmed must be a fragment, vestige, or whole piece taken from a revered item. For example, a splinter from the staff of a deceased patriarch, a swatch of cloth taken from a martyred elder's robe, or even a hair clipping from a long-dead beloved priest. The item must be authentic. Further, the relic must have a Quality Level which is at least as great as the Complexity Level of the spell placed on it. (The Complexity Level of a spell equals the highest rank of any Discipline or other skill required to learn the spell. For example, if a spell requires 8th rank in Fortune to learn, the spell has a Complexity Level of 8.) Finally, the Quality Level of the item limits the spell rank. So, a sword of 9th Quality Level that casts Dire Flame Tongue may cast that spell at no more than 9th spell rank.

Other Details: This spell gives a relic a single power, in the form of a Pagan spell, which may be released by a predetermined triggering action or event. Thus, a high priest may give it the power of casting the Pagan spell Healing Touch when the user speaks the phrase, "Be Healed, my child."

At the time of the item's consecration, the caster must state the action or event that triggers the item. (Short prayers and religious phrases are often used as triggers.)

When a spell is triggered, the item invokes the spell as if it were the caster. Thus, to release a given spell, the relic requires an amount of time equivalent to the spell's Action Time. Note that a user must meet the Cultural Restrictions of a power to use it. Further, any spells that require direction to use, such as when targeting another creature, can only be used by characters with the gift of Pagan Beckoning.

The spell rank at which the spells are invoked equals the Quality Level of the item.

The relic's power may be used any number of times, but the Setback required to cast the spell is drawn from its user (whether that Setback Cost is entirely paid up-front, or is an on-going cost depends on the item's power).

Only spells which are in the lead spell-caster's personal repertoire and which are directly cast by them into the item may be placed on the relic. Thus, the priest cannot simply pray to place a Healing Touch spell on a relic without having the ability to cast that spell. The lead spell-caster must personally cast the spell into the item at the time it is charmed.

This spell gives any wearable item the ability to automatically size itself to its wearer. A ring, necklace, belt, or cloak would quickly size itself to be a comfortable fit to its wearer. Its weight also adjusts accordingly. This resizing ability is limited to decreasing the original item's Size Category, though. So, a Medium ring would fit on the finger of a Medium sized Human as easily as that of a Tiny sized Sprite. However, it could not fit itself to the finger of a Large sized giant.

Consecrate Zone of Ascendancy

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 8

Description: This spell establishes a Zone of Ascendancy. See its description in the Legendary Environments section of The Overlord's Omnibus for details.

Setback Cost: The lead spell-caster must expend 20 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: One construction Range: Touch

Action Time: 8 hours Conflict Rolls: None

Casting Req.: Verbal, Gestural, Material. The Quality Level of the construction on which it is cast limits the spell rank, and the spell rank must equal or exceed the construction's Quality Level to succeed.

Other Details: This spell must be cast on a building, statue, or other major construction which has an architectural style matching the culture of the caster's religion. This construction must have a value (construction cost) greater than the focus of any other Zone of Ascendancy dedicated to an opposing Faction. (Again, see The Overlord's Omnibus for further details.)

Dedicate Epic Ship

Cultural Restrictions: The spell requires three priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 10

Description: Dedicate Epic Ship dedicates a ship to be used in service to a pantheon of gods.

Action Time: 8 hours Range: Touch

Duration: Enduring. Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 18 Setback points. Two other priests must also participate in the ceremony, each of which must expend 10 points of Setback.

Affected Area: One ship, having a size no longer than 80 feet long and 20 feet wide. For the dedication to take hold, the ship must have prevalent symbols of the pagan priest's religion decorating its surface.

Casting Req.: Verbal, Gestural, Material. The material component is the ship itself. The Quality Level of the ship limits the spell rank.

Other Details: Once a ship has been dedicated and its crew has favor with the gods (or at least is not in disfavor with any), its crew gains an Edge on all Conflict Rolls involving Wilderness Survival and Navigating while on board. If even a single crew member actively defies the gods to which the

ship was dedicated, though, all of those Edges turn into Drawbacks until the offending crew member either repents and changes their ways or exits the ship.

Enki's Clay Golem

Cultural Restrictions: The spell requires a number of priests, each being followers of the Mesopotamian mythos.

Pagan Discipline Requirements: Observance: 5

Description: This spell animates a body fashioned from clay.

Affected Area: One golem Action Time: 8 hours

Conflict Rolls: None Range: Touch

Duration: Genesis. The magic of the spell permanently animates the golem as a creature.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural, Material. The spell is invoked over the golem's body. The golem is crafted mainly from clay but also incorporates precious stones to replace vital organs. Although overly large and devoid of any distinguishing features, the automaton must assume a basic humanoid form. The Quality Level of the body limits the spell rank. The golem may be fashioned to be of any size listed under Golem in The Monsters of the Mediterranean.

Other Details: The created automaton will obey its creator's commands without question but can only comprehend simple requests (i. e. "Pick up that rock", "Knock down that door", etc.). As its mental capacity is severely limited, it can only remember a single command at any given time. Therefore, the order "Follow me" will cause the creature to forget the previous command "Protect me".

The golem has absolutely no will of its own. As such, it is immune to all forms of mental control. Unfortunately, this also means that it is incapable of carrying magic items without eventually going berserk. The subtle influences imposed by all magic items will quickly confuse so simple-minded a creature.

To determine its stats, look up Golem in The Monsters of the Mediterranean and use the example having the highest Level less than or equal to the spell rank.

If damaged, the clay golem does not heal as normal. However, another casting of this spell will restore the creature to its original pristine condition without requiring any additional sacrifice or material component cost.

Only one such creature may be under the direct control of the caster at any given time. Any attempt to create a second golem under the control of the same pagan will automatically fail.

Fortunately, the created golem should not be treated as a magic item of its creator. It is a creature in its own right. Of

course, this benefit may have to be overlooked if anyone insists on carrying around the ponderous monster personally.

Enshrine Persistent Spell on Ornatum

Pagan Discipline Requirements: Observance: 10

Description: This spell increases the Duration of another spell which normally targets creatures from Persistent (or Proximate) to Enduring. But, instead of having the spell directly target a creature, this spell prepares a garment, piece of jewelry, or other wearable item to accept any such single spell. Thereafter, the item becomes an Ornatum²³⁵. Any creature wearing it is affected by the eternized spell.

For example, suppose a group of pagan priests casts this spell on a broach, and then casts an Elicit Echolocation spell. The broach will absorb the power of the second spell. Thereafter, anyone donning the broach will have the power of Echolocation for as long as they wear it. They can put the broach on and take it off any number of times without it losing its potency.

Duration: The magic of the spell is Enduring. As such its possessor must treat it as a magic item when considering their Magic Limit. The spell imbued into the Ornatum affects its possessor only as long as they wear the item. They may don the Ornatum and remove it as often as desired without affecting the Ornatum's potency in any way.

Action Time: 8 hours Range: Touch.

Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: One wearable item, which becomes a magical Ornatum²³⁶. The power of the Ornatum thereafter affects any creature wearing it.

Casting Req.: Gestural, Material. The lead priest must cast this spell on a wearable item, and then cast the spell to be imbued into it. The wearable item must have a symbol associated with the priest's faith embossed, painted, embroidered, engraved, or otherwise crafted onto it. Further, the item must have a Quality Level which is at least as great as the Complexity Level of the spell placed on it. (The Complexity Level of a spell equals the highest rank of any Discipline or other skill required to learn the spell. For example, if a spell requires 8th rank in Fortune to learn, the spell has a Complexity Level of 8.) Finally, the Quality Level of the item limits the spell rank. So, a broach of 9th Quality Level that casts Fortitude may cast that spell at no more than 9th spell rank.

For example, suppose the lead priest is 5th spell rank in this

²³⁵ Ornatum is a Latin term meaning adornment or ornament.

²³⁶ At the Overlord's discretion, the spell may also be used to create a magical Talisman whose powers work when held in the hand.

spell and 10th spell rank in Elicit Echolocation, and they cast both spells into a broach of 7th Quality Level. In so doing, he creates Broach of Echolocation having a Quality Level of 5.

Other Details: The power of the Ornatum will fail to take hold on its wearer in the following circumstances:

- The Ornatum's power is a Woe Effect and the wearer already has a Woe Effect on them.
- The Ornatum's power is a Nimbus Effect and the wearer already has a Nimbus Effect on them.

Enshrine Proximate Spell on Area

Pagan Discipline Requirements: Observance: 8

Description: This spell increases the Duration of another Pagan spell which has been cast on an area from Proximate to Enduring. It cannot be used on spells cast on creatures.

Duration: Enduring Range: 40 feet.

Casting Req.: Verbal, Gestural Action Time: 8 hours

Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: One spell on an area having a Duration of Proximate. See below for further details.

Other Details: This spell must be cast on a Proximate spell that already exists. Thus, a group of pagan priests may spend an hour to cast this spell on an area magicked with a Dire Castigating Fire spell, which would thereafter make that spell Enduring.

The spell rank of this spell provides a ceiling to the spell rank of the spell being made Enduring. Thus, a priest 5th spell rank in this spell and 10th spell rank in Dire Castigating Fire creates an Enduring 5th spell rank Dire Castigating Fire.

Enshrine Proximate Spell on Item

Pagan Discipline Requirements: Observance: 6

Description: This spell increases the Duration of another spell which has been cast on an inanimate item from Proximate to Enduring. It cannot be used on spells cast on creatures or areas.

Action Time: 8 hours Range: Touch.

Conflict Rolls: None

Casting Req.: Gestural, Material. The item's resulting Quality Level equals the lowest value of the item's Quality Level prior to being magicked, the rank of this spell, and the spell rank of the magic being imbued into it.

Duration: Enduring. The item on which the spell is cast must

thereafter be treated as a magic item when considering its possessor's Magic Limit.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: One spell having a Duration of Proximate. See below for further details.

Other Details: This spell must be cast on a Proximate spell that already exists. Thus, a group of pagan priests may spend an hour to cast this spell on a holy symbol magicked with a Symbol of Contemplation spell, which would thereafter make that spell Enduring.

The spell rank of this spell provides a ceiling to the spell rank of the spell being made Enduring. Thus, a priest 5th spell rank in this spell and 10th spell rank in Symbol of Contemplation creates an Enduring 5th spell rank Symbol of Contemplation.

Enshrine Taxing Spell on Ornatum

Pagan Discipline Requirements: Observance: 7

Description: This spell grants a wearable item the ability to imbue its wearer with a single spell having a Duration of Fixated, Heartfelt, or Opportune. Thereafter, the item becomes an Ornatum²³⁷. Any creature thereafter voluntarily donning it is affected by the imbued spell, and the Ornatum periodically siphons from its user the spell's required Setback Cost, as described in that spell's description.

For example, suppose a Pagan Priest uses this ability to imbue a belt with the Exalt Brawling spell. Thereafter, anyone donning the belt will gain the benefit of that spell. But, the belt will extract the spell's required Setback Cost from its wearer every time it provides them an Edge on Strong-Arming Rolls.

Action Time: 8 hours

Conflict Rolls: None **Range:** Touch.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Duration: Enduring. As such, its possessor must treat the resulting Ornatum as a magic item when considering their Magic Limit. The spell imbued into the Ornatum affects its possessor only as long as they wear the item. They may don the Ornatum and remove it as often as desired without affecting its potency in any way.

Affected Area: One wearable item, which becomes a magical Ornatum²³⁸. The power of the Ornatum thereafter affects any creature wearing it.

Casting Req.: Gestural, Material. The caster must use this

power on a wearable item. The Ornatum's resulting Quality Level equals the lowest value of the item's Quality Level prior to being magicked, the rank of this spell, and the rank of the spell being imbued into it.

For example, suppose a Pagan Priest is 10th rank in this spell and 12th rank in Exalt Maneuvering, and he uses them to enchant an armband of 11th Quality Level. In so doing, he creates an Armband of Exalt Maneuvering having a Quality Level of 10.

Other Details: If the Ornatum's wearer falls unconscious, the Ornatum will stop siphoning Setback from them, and its power will fade, although the Ornatum itself remains unharmed. If the Ornatum is thereafter removed and donned once again, its power will resume.

Further, the power of the Ornatum will fail to take hold on its wearer in the following circumstances:

- The Ornatum's power has a Duration of Fixated, and the wearer already has a Fixated spell on them.
- The Ornatum's power has a Duration of Heartfelt, and the wearer's limit of Heartfelt spells would be exceeded by the Ornatum's power.
- The Ornatum's power is a Woe Effect and the wearer already has a Woe Effect on them.
- The Ornatum's power is a Nimbus Effect and the wearer already has a Nimbus Effect on them.

Exorcise

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 4

Description: Exorcism is the act of casting demons, devils, and evil spirits from the body of a possessed person or location. In the invocation of the spell, the priest's powers exert great pressure on the spirit.

Casting Req.: Verbal.

Range: Touch

Action Time: 5 minutes

Setback Cost: The lead spell-caster in the ritual must expend 6 Setback points. However, at least one other priest must participate and expend 4 points of Setback.

Affected Area: One spirit possessing an area or body. Thus, a haunted house may be rid of a ghost or a small child may be purged of a demonic possession.

Duration: Instantaneous. If the demon is Overcome by the spell, it is permanently cast out. The host may be re-possessed in the future by other spirits but is completely safe from the one that was expelled.

Conflict Rolls: The target is entitled to an Avoidance Roll with Willpower Adjustments. The Threshold they must overcome equals 10 plus the spell rank plus the caster's

²³⁷ Ornatum is a Latin term meaning adornment or ornament.

²³⁸ At the Overlord's discretion, the spell may also be used to create a magical Talisman whose powers work when held in the hand.

Heart. If the roll fails, the spirit sustains Captivating Setback equal to the spell rank plus the roll's Margin. Success indicates the target sustains half this amount. If the target's Fate Points are driven to zero as a consequence, it is permanently driven from its host. Any other available host, however, is fair game as soon as the current scene ends.

Other Details: Exorcism can only be performed on a possessed creature that has been effectively incapacitated, whether by defeat through combat, or otherwise securely bound and restrained.

Until the end of the Scene, the targeted spirit gains the Temporary Trait "Furiously Defiant".

Greater Mummify

Cultural Restrictions: The ritual requires three priests of the Egyptian mythos.

Pagan Discipline Requirements: Observance: 15

Description: Other than the differences listed herein, this spell is identical to Mummify.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: One dead humanoid body. The spell rank is limited by the Quality Level of the corpse, which equals its Level when alive.

Action Time: 8 hours

Casting Req.: Verbal, Gestural, Material. To work, the preparation of the body with embalming materials must commence within three days after death. The spell is not cast until all preparations are complete. See below for further details.

Other Details: There are essentially three different mummification techniques available to Egyptian priests. Which technique is chosen depends mainly on the deceased's importance (or on how much money their family is willing to spend). These are the techniques needed to create Common, Venerated, and Royal Mummies. Common Mummies are animated with the Mummify spell. This spell is able to animate Venerated and Royal mummies. Details for these two mummification processes follow:

1. Venerated Mummification (5,000 silver oz. embalming cost). This process is usually performed on lesser noblemen and on highly respected priests. With this technique, the embalmers inject cedar oil into the abdomen and block all body cavities. In this way, the flesh is not cut and the organs are not immediately removed. After a number of days, the body orifices are unplugged and the cedar oil is allowed to escape. Its potency is so great that this process will also evacuate the body's internal organs and musculature, leaving little more than skin and bones.

2. Royal Mummification (50,000 silver oz. embalming cost). Royal mummification is only performed on members of the royal family (the Pharaoh and their close relatives). With this technique, the brains are removed through the nasal passage with hooks and the skull cavity is flushed with various liquids. An incision is made in the body's flank with an obsidian knife and all of the internal organs are extracted (and placed in canopic jars). The body cavity is then rinsed with spices and wines and stitched up. The corpse is then covered with natron for seventy days to remove all water. It is then washed one last time and wrapped with linen strips covered in gum.

To determine a mummy's stats, look up its description in The Monsters of the Mediterranean and find the example having the highest Level less than or equal to the spell rank.

All skills, talents, and spell-casting abilities remain fully intact by the mummification process. Note that the created mummy is in no way under the control of the priests performing the rituals. Its only motivation is to defend its tomb from intruders and defilers.

Hade's Vigilant Guard

Cultural Restrictions: The spell requires a number of priests, each being followers of the Greco-Roman mythos.

Pagan Discipline Requirements: Observance: 8

Description: Hade's Vigilant Guard provides protection to a portal, doorway, or passage by summoning a Large Cerberus to deal with intruders when necessary. Only one such spell can affect any given threshold at a time.

Affected Area: One entrance or passageway.

Casting Req.: Verbal, Gestural. Action Time: 1 hour

Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Duration: Enduring. The charm will remain on the portal until the guardian is slain.

Range: To charm the portal, the lead spell-caster must touch it. When triggered, the Cerberus will be summoned within its boundaries.

Other Details: The spell-casters of the original summoning ritual and those they escort may freely pass through the enchanted portal. Any other creature approaching within 10 feet of the charmed threshold will trigger the spell to activate. At this point the magic of the spell conjures a Cerberus, a wolf-like three-headed hound. The hellish horror materializes out of thin air and will defend the passageway with its life.

The summoned beast resembles the fabled Cerberus that

guards the gates of the Grecian underworld. The canine will remain at its post until the encroachers are incapacitated or leave, or is itself destroyed. If the hell-hound is vanquished, the spell immediately terminates and the charm is lost forever. If not, the enchantment remains potent and will re-summon the beast whenever triggered.

Note that once the trespasser has backed off out of the canine's immediate reach, the beast will vanish. The hound will not mindlessly stand while thieves shower it with arrows. If the encroachers manage to slip past the creature, it will pursue them any distance beyond the threshold in defense of the area it guards.

Keep in mind that the *same* cerberus is summoned on every triggering of the spell. The monster does not age as normal living creatures do. However, wounds sustained by the beast in one encounter may not fully heal for the next if an insufficient time passes for their mending.

To determine the beast's stats, look up Cerberus in Monsters of the Mediterranean, and find the example having the highest Level less than or equal to the spell rank.

Hallow Colossal Area

Cultural Restrictions: The spell requires three priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 13

Description: Other than the differences listed herein, this spell is identical to Hallow Great Area.

Action Time: 8 hours

Setback Cost: The lead spell-caster in the ritual must expend 14 Setback points. However, at least two other priests must participate and expend 8 points of Setback each.

Affected Area: 80 foot by 80 foot square. If a building with multiple stories is sanctified, each level must be blessed individually.

Other Details: The spell will automatically fail if the area lies within an opposing Faction's Zone of Ascendancy. (See its description in the Legendary Environments section of The Overlord's Omnibus for details.)

Hallow Great Area

Cultural Restrictions: The spell requires three priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 9

Description: This spell consecrates an area to the caster's pantheon so that the area is anathema to supernatural spirits that are not aligned with it. Once an area is hallowed, it gains either the Accursed or Blessed Condition, at the lead caster's discretion. (See the Area Conditions in The Rules Reference for details on both.)

Action Time: 1 hour

Range: Touch

Casting Req.: Verbal.

Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 6 points of Setback.

Affected Area: 20 foot by 20 foot square. If a building with multiple stories is sanctified, each level must be blessed individually.

Duration: Enduring, although the blessing may be purposefully negated. See below for details.

Other Details: This spell will automatically fail if the area lies within an opposing Faction's Zone of Ascendancy. (See its description in the Legendary Environments section of The Overlord's Omnibus for details.)

Lift Curse

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 11

Description: This spell removes magical curses, such as those described under the Cursed Condition in the Character Conditions section of The Rules Reference.

Affected Area: One curse affecting one creature.

Duration: Instantaneous

Action Time: 1 hour

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural. Further, the ritual must be performed in a temple consecrated to the pantheon of the priests performing the ritual.

Range: To lift a curse, the lead spell-caster must touch the cursed character.

Conflict Rolls: The caster must make a Spell Roll with Heart Adjustments against a Threshold of 10 plus the spell rank of the curse. If successful, the curse is lifted, even if its duration indicates it is permanent.

Other Details: Lift Curse removes the ongoing magical effects of a curse, but does not reverse its permanent effects. For example, if a spell has somehow rotted away a character's arm, this spell stops further rotting but cannot restore the lost arm. Of course, this spell lacks the power to negate a god's personal curse.

Mask of Anubis

Cultural Restrictions: The ritual requires three priests of the Egyptian mythos.

Pagan Discipline Requirements: Observance: 12

Description: This spell enchants a piece of helmet-like armor with potent ethonic magic. The mask fits over the entire head and is often fashioned like the head of a jackal.

Conflict Rolls: See below. **Range:** Touch

Action Time: 8 hours

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: See the spell description for details.

Duration: Enduring. The mask must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted mask whose Quality Level limits the spell rank.

Other Details: A Mask of Anubis has no eye slits, so the wearer's eyes are blind to normal light. However, the mask bestows upon the wearer the ability of Astral Vision (see [The Character Compendium](#) for details).

Further, the mask grants the following benefits on followers of the Egyptian mythos:

1. The mask bestows on the wearer an Edge on all physical attacks against anyone engaged in a disrespectful act against the dead. This includes actions such as breaking into crypts, robbing tombs, defiling shrines, etc.
2. The mask bestows on the wearer an Edge against all attacks originating from undead creatures. This includes both physical and magical attacks.

Mummify

Cultural Restrictions: The ritual requires three priests of the Egyptian mythos.

Pagan Discipline Requirements: Observance: 7

Description: Mummify²³⁹ performs the rites necessary to create a mummy from a properly prepared corpse.

Action Time: 1 hour **Range:** Touch

Conflict Rolls: None

²³⁹ The ancient Egyptians believed the soul to be comprised of four parts: the Ba (emotion), Ka (life-force, or hunger), Ren (name), and Shuyet (shadow). The spirit that rises to the afterlife is called the Akh, which is the combined spirits of the Ba and Ka. The body is left behind to maintain vigilance over the tomb with the assistance of the Ren and Shuyet. Consequently, while the Mummy has a name and a shadow, it is devoid of emotion and hunger. It is a truly dispassionate guardian.

Duration: Instantaneous. The mummy is permanently animated.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Affected Area: One dead body. Note that the body does not need to be humanoid. Mummified cranes, crocodiles, and cats are common since various Egyptian gods use these creatures as divine symbols. The spell rank is limited by the Quality Level of the corpse, which equals its Level when alive.

Casting Req.: Verbal, Gestural, Material. To work, the preparation of the body with embalming materials must commence within three days after death. The spell is not cast until all preparations are complete. See the below for further details.

Other Details: While mummies can and occasionally do arise naturally when a body is somehow buried in the dry sand of a desert, a corpse can be more reliably preserved and better sanctified if a ritual is performed on it soon after death. If done properly, the deceased's chances of being accepted into the Egyptian afterlife are greatly enhanced. Consequently, unlike the necromantic practices of other cultures that give rise to undead forms, creating a mummy is not considered, in itself, an inherently evil act. Rather, most Egyptians view the act as holy.

Mummify creates a mummy by binding portions²⁴⁰ of a spirit to its physical body. The mummified creature is relentless in pursuit of anyone trespassing in or otherwise defiling its tomb.

There are essentially three different mummification techniques available to Egyptian priests. This spell only covers those for Common Mummies. With this technique, the body's abdomen is cut open and purged with powerful embalming chemicals. The body is then packed in salt and dried for seventy days. (This process costs 500 silver oz.) (Venerated and Royal Mummies are created by the spell [Greater Mummify](#).)

To determine a mummy's stats, look up its description in [The Monsters of the Mediterranean](#) and find the example having the highest Level less than or equal to the spell rank.

All skills, talents, and spell-casting abilities remain fully intact by the mummification process. Note that the created mummy is in no way under the control of the priests performing the rituals. Its only motivation is to defend its tomb from intruders and defilers.

Note that the spell gives the caster(s) no control over the animated corpse.

²⁴⁰ Specifically, the Ren and Shuyet portions.

Oreades' Echoing Grotto

Cultural Restrictions: The ritual requires three priests of the Greco-Roman mythos.

Pagan Discipline Requirements: Observance: 10

Description: Oreades' Echoing Grotto charms a cave or stone edifice with remarkable acoustical properties.

Duration: Enduring Action Time: 8 hours

Range: Touch

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 7 points of Setback.

Affected Area: The spell enchants a single room in a cave, dungeon, castle, or other stone edifice. The room's floor area cannot exceed 40 feet x 40 feet, and the ceiling can have a height of no more than 20 feet.

Casting Req.: Verbal. The lead priest must invoke the spell while standing in the room's center.

Conflict Rolls: Any sound originating from within the room echos and reverberates with deafening and painful consequences. In fact, the echoes amplify any sounds to such a degree that the sonic waves actually cause damage to living tissue. The loudness of the triggering noise source determines how much damage is inflicted.

Anyone within the room while sounds echo from its walls must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing take Sonic Damage as shown on the Oreades' Echoing Grotto Table succeeding sustain only half damage.

Oreades' Echoing Grotto Table

Noise Source	Damage
Whisper	1 per 2 spell ranks
Footstep (Failed Stealth Roll)	1 per 2 spell ranks plus the roll's Margin
Spoken word or Dropped Weapon	1 per spell rank plus the roll's Margin
Shout	2 per spell rank plus the roll's Margin

Those failing the roll are also totally deafened until the end of the current Scene. A deafened character suffers from a Drawback on all Conflict Rolls involving Perception.

While it is totally impossible to stealth unheard through a room charmed with this spell, a successful Stealth Roll will lessen the reverberations to a point where they cause no ill effects.

Other Details: While those in the room hear the

reverberating sounds as a deafening cacophony, those outside the room hear only normal echoes.

Reincarnate

Cultural Restrictions: The spell requires five priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 10

Description: This spell brings a dead character back to life as a different humanoid race.

Affected Area: 1 dead character. Range: Touch

Duration: Instantaneous Action Time: 8 hours

Setback Cost: The lead spell-caster must expend 14 Setback points. Four other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural, Material. In invoking this spell, the lead priest must sacrifice a relic acquired from the temple of an opposing deity and touch the corpse to be reincarnated. The relic must have a Quality Level greater than or equal to the Level of the reincarnated character. Finally, this ritual can only be performed in a temple of the caster's pantheon.

Other Details: The spell only works on named characters. Further, the character must not have died while in the a Glory Status indicating they are permanently removed from the game, as that category mandates permanent death.

The reincarnated character regains life with a single Hit Point and Fate Point. From that point, the character will heal normally. Further, the character permanently gains the Trait, "Stared Death in the Face".

A human will be reincarnated as a half-race: Elf/Human Mix, Goblin/Human Mix, Nymph/Human Mix, Troll/Human Mix. If the human was initially created with a C pick for Race and Lineage, the controlling player may choose their character's new mixed-race. Otherwise, determine the new half-race randomly.

If the character is a mixed-race, the player may choose which (different) mixed-race their character is reincarnated as. Alternately, they may elect Human as an alternative, if desired.

If the character is a pure Race of Mixed Lineage, the player may choose which (different) Race of mixed lineage their character is reincarnated as. They lose any racial abilities they formerly possessed, but gain those of their new Mixed Lineage.

If the character is of a pure Race and pure Lineage, the player may choose which (different) pure Race and pure Lineage their character reincarnates as. They lose any racial abilities they formerly possessed, but gain those of their new mixed lineage.

Any XP formerly spent on lost racial abilities are regained as

unspent XP.

If the character had one of the age-related Flavors of Preadolescent, Adolescent, or Elderly, they retain that Flavor. (Note: This is one very rare way in the game in which a character may simultaneously possess both the Ageless Gift and the Elderly Flavor.)

Revive

Cultural Restrictions: The spell requires five priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 13

Description: This spell brings a dead character back to life.

Affected Area: 1 dead character. Range: Touch

Duration: Instantaneous Action Time: 8 hours

Conflict Rolls: None

Setback Cost: The lead spell-caster must expend 14 Setback points. Four other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural, Material. In invoking this spell, the lead priest must sacrifice a relic acquired from the temple of an opposing deity and touch the corpse to be revived. The relic must have a Quality Level greater than or equal to the Level of the revived character. Finally, this ritual can only be performed in a temple of the caster's pantheon.

Other Details: The spell only works on named characters (really, who would bother to revive a character that doesn't even warrant a name). Further, the character must not have died while in the a Glory Status indicating they are permanently removed from the game, as that category mandates permanent death.

The revived character regains life with a single Hit Point and Fate Point. From that point, the character will heal normally. Further, the character permanently gains the Trait, "Stared Death in the Face".

The revived character loses all maimings, diseases, and other physical handicaps. Any limbs that were lost are fully restored. Although they return in a physically exhausted state, the character regains life fully intact and in perfect health.

Rite of Passage

Cultural Restrictions: The spell requires three priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 1

Description: A Rite of Passage is a ceremony that transitions one or more individuals from one life phase into another. Depending on the nature of the transition, a Rite of Passage will provide the target with different benefits.

Casting Req.: Verbal.

Range: Hearing

Action Time: 20 minutes

Conflict Rolls: None

Duration: Genesis. The magic of the spell permanently transitions the target from one life phase to another.

Setback Cost: The lead spell-caster must expend 8 Setback points. Two other priests must also participate in the ceremony, each of which must expend 3 points of Setback.

Affected Area: One or more living individuals of Simpleminded intellect or above.

Other Details: There are four ceremonies associated with Rites of Passage, each of which brings different benefits:

1) *The Naming Ceremony*. At a naming ceremony, the pagan priest bestows upon a person their True Name. This will generally be the name that the individual is called in everyday life, although that is not necessarily the case. The spirit of a being with a True Name can be located and identified with it as a unique individual in the Astral Plane. Without one, they are anonymous and lost in the Astral Realms. Since death is a constant danger, this ceremony is usually performed very soon after birth.

2) *The Transition into Adulthood*. At a transition into adulthood, a child becomes an adult. It is at this point that the supplicant is recognized as having matured sufficiently to be able to make their own decisions. Generally, the new adult is asked to declare their allegiance to a religious belief (generally the same as the pagan performing the ceremony). The supplicant's declaration of faith specifies the religious faction to which they belong, and determines what Cultural Restrictions on pagan spells they satisfy, if any.

3) *The Wedding Ceremony*. A wedding ceremony intermingles the spirits and/or souls of two willing living people. In essence, they become Soul Mates. If an Ageless character marries a Mortal, they become Mortal, and gain all the benefits and drawbacks of that state.

4) *The Funeral*. A funeral sends the spirit of a recently deceased person along to its just rewards in an afterlife somewhere within the Astral Plane. With the ceremony, the spirit is virtually guaranteed to transition into the Astral Realm without difficulty, unless there is some other force holding them in the physical realm. (Whether that existence is blissful or miserable. Without this ceremony, the spirit is in grave danger of rising as some form of undead.

Ritual Sacrifice

Pagan Discipline Requirements: Observance: 3

Description: In a Ritual Sacrifice, a living creature is slain and their blood drained in homage to the lead priest's pagan gods.

Action Time: 1 minute Conflict Rolls: None

Range: Touch

Duration: Contained / Rooted. The released magical energy lingers after the sacrifice. However, its continued presence is tenuous. Any of the priests participating in the ritual may utilize this energy until either it is fully expended, or they move more than 5 feet from their location at the time of the sacrifice.

Setback Cost: The lead spell-caster in the ritual must expend 4 Setback points. Any number of additional priests may also participate, each of which must expend 1 point of Setback.

Casting Req.: Verbal, Gestural, Material. The material component is the living creature to be sacrificed. Its Level limits the spell rank.

The sacrificed creature cannot thereafter be brought back to life or animated in any way. It is permanently dead. Consequently, only creatures in Glory Status 6 can be sacrificed in this way. (Note that unnamed NPCs are always deemed to be in Glory Status 6.)

Affected Area: One restrained sacrificial creature, whose life energy is used thereafter in the performance of pagan rituals and/or spells, in the form of Setback.

Other Details: Ritual Sacrifice quickly provides a substantial quantity of magical energy, or Neart. This energy is provided in the form of Setback and may be expended to power one or more pagan spells. The amount of Neart provided equals the sum of the sacrificed creature's Hit Points and Fate Points. Any spell-caster participating in the ritual may take advantage of this magical energy, and use it to cast spells until the released energy runs out.

For the magical energy to be used on any given spell, the Quality Level of the Ritual Sacrifice must equal or exceed the spell's rank. So, killing a common rat is not going to provide any benefit to a Firestorm spell. For that, a thoroughbred bull, horse, or other impressive beast is required.

Seasonal Festival

Cultural Restrictions: The spell requires three priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 2

Description: A Seasonal Festival is the opening to a jubilant celebration performed on the day of transition between one season and another.

Range: Hearing Conflict Rolls: None

Action Time: 1 hour

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 7 points of Setback.

Casting Req.: Verbal. The ceremony can only be performed on one of the four days of transition between seasons. However, it may be performed at any time during one of those days.

Affected Area: All willing individuals of Simpleminded intellect or above participating in the festival who are within a distance of the caster equal to 5 feet per spell rank.

Duration: Scheduled. Three months. Since the spell is long-lasting, each affected participant must treat it as a Spellbinding when considering their Magic Limits.

Other Details: There are four ceremonies associated with Seasonal Festival, each of which brings different benefits and drawbacks to the participants:

1) *The Spring Equinox*. This festival marks the beginning of Spring. For the entire Spring season, participants at this festival are granted an Edge against all Electrical and Poison effects, but suffer from a Drawback against Fear and Sonic effects.

2) *The Summer Solstice*. This festival marks the beginning of Summer. For the entire Summer season, participants at this festival are granted an Edge against all Scorching effects, but suffer from a Drawback against Freezing effects.

3) *The Autumn Equinox*. This festival marks the beginning of Autumn. For the entire Fall season, participants at this festival are granted an Edge against all Fear and Sonic effects, but suffer from a Drawback against Electrical and Poison effects.

4) *The Winter Solstice*. This festival marks the beginning of Winter. For the entire Winter season, participants at this festival are granted an Edge against all Freezing effects, but suffer from a Drawback against Scorching effects.

Shabti Minion

Cultural Restrictions: The spell requires a number of priests, each being followers of the Egyptian mythos.

Pagan Discipline Requirements: Observance: 6

Description: This spell permanently enchants a statue (usually that of a human) to serve as a menial worker.

Affected Area: One 2-foot tall humanoid figurine.

Conflict Rolls: None Range: Touch

Action Time: 8 hours

Duration: Genesis. The magic of the spell permanently imbues the statue with a life of its own.

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over a humanoid statue that must be fashioned in a standing position. The Quality Level of the statue limits the spell rank.

Other Details: The figurine will serve only a devout Egyptian pagan priest or follower who has performed an exceptional service for the priest's temple.

Before the shabti will animate and serve its master, the individual's name must be inscribed or painted in hieroglyphics on the shabti's chest along with pertinent passages from the Egyptian Book of the Dead.

The resulting automaton has no will of its own and virtually no intelligence. It will serve its master unquestioningly. If its master is incapacitated and in danger, the shabti will perform whatever actions it can to protect him. However, shabti are far from bright and so will be unable to help in situations requiring novel solutions.

To determine the stats for the automaton, look up Shabti in The Monsters of the Mediterranean and find the example having the highest Level less than or equal to the spell rank.

When a person who owns shabti minions dies, the figurines are buried with them to provide additional defenses to the tomb and to serve them in the afterlife.

Solemn Panacea

Cultural Restrictions: The spell requires three priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 9

Description: This spell cures all diseases, including chronic ones.

Affected Area: 1 creature Range: Touch

Duration: Instantaneous Action Time: 1 hour

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Casting Req.: Verbal, Gestural. This ritual can only be performed in a temple of the caster's pantheon.

Other Details: For the spell to work, the spell rank of the Solemn Panacea must equal or exceed that of the disease. (See Diseased in the Character Conditions section of The Rules Reference for details on how to determine a disease's Quality Level.)

If the target is afflicted by multiple diseases, the spell treats all of them with a single casting.

Venerate Limited-Use Relic

Cultural Restrictions: The spell requires a number of priests, all of whom follow the same pantheon.

Pagan Discipline Requirements: Observance: 7

Description: This spell charms an item with multiple magical powers, each of which can be used a limited number of times.

Affected Area: 1 item Action Time: 8 hours

Conflict Rolls: None

Range: Touch (by the lead spell-caster)

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Duration: Enduring. As such, it must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The relic being charmed must be a fragment (or whole piece) taken from a revered item. For example, a splinter from the staff of a deceased patriarch or a swatch of cloth taken from a martyred elder's robe. The item must be authentic. It's Quality Level limits the spell rank. Finally, this ritual can only be performed in a temple of the caster's deity.

Other Details: This spell gives a relic a number of power, in the form of Pagan spells. The caster imbues it with a number of "powers" equal to one-third of their Observance rank. So, 1 at 1st Observance rank, 2 at 4th rank, 3 at 7th rank, and 4 at 10th rank. Each "ability" is the capability to invoke a different pagan spell.

Each power may be used a number of times equal to one-third the spell rank. Thus, a high priest having an Observance rank of 7 can create an item that stores 3 powers, each of which can be used 3 times. For example, he could create a rod that casts Healing Touch, Heal from A Far, and Neutralize Poison 3 times each.

At the time of the item's consecration, the caster must state the action or event that triggers each power. (Short prayers

and religious phrases are often used as triggers.)

When a spell is triggered, the item invokes the spell as if it were the caster. Thus, to release a given spell, the relic requires an amount of time equivalent to the spell's Action Time. Note that a user must meet the Cultural Restrictions of a power to use it. Further, any spells that require direction to use, such as when targeting another creature, can only be used by characters with the gift of Pagan Beckoning.

The spell rank at which the spells are invoked equals the Quality Level of the item.

Once all of the users of all of its powers are expended, the item's magical aura fades and it becomes a normal item of its type. It is otherwise unharmed.

Only spells in the lead spell-caster's personal repertoire and which are directly cast by them into the item may be placed on the relic. Thus, the priest cannot simply pray to place a Healing Touch spell on a relic without having the ability to cast that spell. The lead spell-caster must personally cast the spell into the item at the time it is charmed.

If the relic is a garment of some kind, it automatically form fits itself to its wearer. This ability is limited, though. It will fit any creature of the size category for which it was originally fashioned, or one Size Category larger or smaller. But, it cannot change the item's size beyond this.

Venerate Siphoning Relic

Cultural Restrictions: The spell requires a number of priests who all follow the same pantheon.

Pagan Discipline Requirements: Observance: 9

Description: This spell permanently charms a religious item with magical powers that are custom selected by the pagan priest enchanting it.

Affected Area: One religious artifact.

Action Time: 8 hours Conflict Rolls: None

Range: Touch (by the lead spell-caster)

Setback Cost: The lead spell-caster must expend 12 Setback points. Two other priests must also participate in the ceremony, each of which must expend 5 points of Setback.

Duration: Enduring. As such, the charmed relic must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The relic being charmed must be a revered article. For example, the holy symbol of a deceased patriarch or the bone of a monster slain by a martyred hero in an epic battle could be charmed as venerated relics. The Quality Level of the relic limits the spell rank. Finally, this ritual can only be performed in a temple of the caster's religion.

Other Details: A venerated relic is given the ability to cast one or more spells. When this spell Relic is invoked over a

relic, the caster imbues it with a number of "powers" equal to one-third of their Observance rank. So, 1 at 1st Observance rank, 2 at 4th rank, 3 at 7th rank, and 4 at 10th rank. Each "ability" is the capability to invoke a different pagan spell.

For example, suppose Harvey the High Priest is 11th Observance rank when they create a venerated relic from the staff of a revered cleric. Because of their pious nature, Harvey can imbue the relic with 4 abilities. They could create a staff that casts the pagan spells Battle Rage, Heighten Strength, Heighten Agility, and Fortitude.

At the time of casting, the action or event that triggers the release of each spell must be stated. (Short prayers and passages taken from sacred texts are often used to trigger these relics.) Once a spell is triggered, the item invokes the spell as if it were the caster. Thus, to release a given spell, the relic requires an amount of time equivalent to the invoked spell's Action Time.

Only spells that are in the lead spell-caster's personal repertoire may be placed on the relic. The lead spell-caster must personally cast the spells into the item at the time it is charmed (including any additional sacrifices that the spell requires).

The spell rank at which the spells are invoked equals the item's Quality Level.

The magical energy to cast the spells is taken from the item's user in the form of Setback. The amount drained from the user for a given spell equals the spell's Setback Cost. Note that a user must meet the Cultural Restrictions of any given power to use it. Further, any spells that require direction to use, such as when targeting another creature, can only be used by characters with the gift of Pagan Beckoning.

If the relic is a garment, it automatically form fits itself to its wearer. This ability is limited, though. It will fit any creature of the Size Category for which it was originally fashioned, or one Size Category larger or smaller. But, it cannot change its size beyond this.

Finally, if he desires, the lead spellcaster may imbue the relic with a single Temporary Trait of their choosing. This Trait is automatically applied to anyone possessing the item for as long as they possess it. Here are some possibilities, although the charm is not limited to these:

Odin will protect me!
All demons must be vanquished!
The gods must be obeyed!

Zemlya's Earthen Ring

Cultural Restrictions: The spell requires a number of priests, all being followers of the Slavic mythos.

Pagan Discipline Requirements: Observance: 9

Description: Zemlya's Earthen Ring is a potent ritual whose primary purpose is to extend the reach of any other pagan spell whose range is limited by touch to all those within the ring's affected area.

Duration: Instantaneous Range: Touch.

Conflict Rolls: None

Setback Cost: The lead spell-caster in the ritual must expend 8 Setback points. However, at least one other priest must participate and expend 6 points of Setback.

Affected Area: The spell affects all creatures contained within the boundary delineated by a ring of plowed earth. Although the ring does not need to be perfectly circular, its maximum radius at any point cannot exceed 20 feet.

Action Time: However long it takes to plow a ring of earth of sufficient size. Generally assume a 5 minute Action Time for most situations.

Casting Req.: Verbal, Gestural, Material. To enact the spell, the priests must plow a row of freshly tilled earth around the area they wish to affect. The row must be continuous and the priests must remain unmolested during the entire ceremony. However, the earth may be plowed up to a week prior to the completion of the ritual. Once this is done, the lead spell-caster must complete the ceremony by personally casting the pagan spell they wish to be propagated to all within the ring's boundaries.

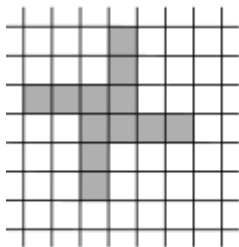
Other Details: Once the ring is complete, the lead spell caster personally invokes whatever pagan spell they wish to propagate throughout the area. The priest must directly cast this spell and is limited in their selection to only those spells having a Range of Touch. In invoking this spell, the priest touches the bare earth within the ring as the target. The magic cannot originate from a magic item or other external means. Once complete, the power of the spell is immediately magnified to affect every creature within the ring that is in contact with the earth. Usually, this means every creature within the area that is not flying, levitating, or treading water will be targeted. So, a group of priestesses using Zemlya's Earthen Ring in conjunction with the Healing spell Panacea could rid an entire village of cholera in one grand stroke. On the other hand, the earthen ring could be used as a preparation for battle, if the battlefield is prepared in advance. An entire army could be shielded from arrows by a casting of Ward against Normal Missiles.

All of those within the Affected Area are entitled to any Conflict Rolls normally associated with the spell magnified by Zemlya's Earthen Ring.

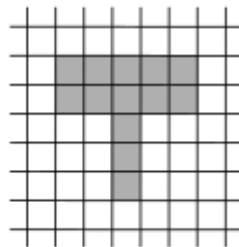
Symbol Spells

This section contains the Pagan Symbol Spells. Some of these spells use simplified Pagan symbols, as shown below, suitable for laying out on a 5x5 battle grid.

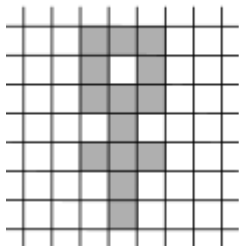
Simple Pagan Symbols



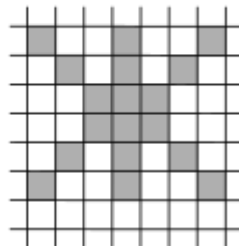
Celtic
(Brigid's Cross)



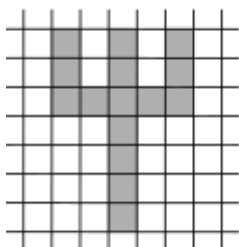
Nordic
(Thor's Hammer)



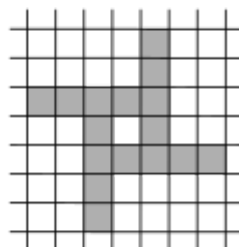
Egyptian
(Ankh)



Mesopotamian
(Anu)



Greco-Roman
(Poseidon's Trident)



Slavic
(Eternity)

Animate Mythic Statue

Pagan Discipline Requirements: Observance: 8

Description: This spell permanently animates a statue to follow the caster's instructions, generally to guard a tomb, crypt, temple, or other edifice from theft or violation.

Affected Area: One statue.

Action Time: 1 hour

Duration: Permanent

Setback Cost: 22

Conflict Rolls: None

Range: Touch. The statue must remain Proximate to where it was charmed, or the magic animating it will fade.

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over the statue, which must be of a mythical figure or creature. The Quality Level of the sculpture limits the spell rank.

Other Details: The statue is programmed by the lead spell-caster to animate whenever a set triggering event occurs (i.e. someone enters the tomb). Once the offending parties are dispatched by the guardian, it will resume its post and wait for another offender.

To determine the guardian's stats, look up Animated Statue in The Tome of Terrors and find a form matching that of the sculpture. Use the example having the highest Level that is less than or equal to the spell rank.

Brand of the Apostate

Pagan Discipline Requirements: Observance: 4

Description: This sears a symbol into the flesh of the target, identifying them as a traitor to the Pagan Priest's religion.

Action Time: 5 minutes

Setback Cost: 10

Range: Touch

Affected Area: One restrained creature

Duration: Enduring. As such, the charmed brand must be treated as a Spellbinding when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The caster must have a branding iron fashioned in the form of a symbol recognizable to members of the caster's faith as identifying a traitor. The spell rank is limited by the Quality Level of this branding iron. So, a branding iron of at least Quality Level 6 is required to create a Brand of the Apostate of spell rank 6. The brand must be placed in a fire until it is red hot, and then pressed onto the skin of the target, searing their flesh. Needless to say, the target must first be restrained when this is done, as the process is brutally painful. It delivers an

amount of Scorching Damage to the target equal to 2 per spell rank.

Conflict Rolls: As the target must, necessarily, be helpless, it gains no Conflict Roll against the spell's effects. However, creatures that are immune to Scorching Effects cannot be branded by this spell.

The brand's magic gives the target an Extreme Drawback on all Banding Words rolls with members of the caster's religion. Even if the brand's magic is negated, the target will still suffer from a Drawback on Banding Words rolls with members of the caster's faith until their scars are healed.

Other Details: Generally, a Brand of the Apostate is burned onto in an easily visible location on the target's body, such as the face, neck, or hands. Even after the burns heal, thick scars will remain, displaying the apostate symbol for all to see. The target cannot be rid of these scars as long as the magic of the spell remains in effect.

The magic of the spell may be negated only by spells capable of nullifying Enduring magic (such as the Occult spell Invoke Disenchantment, or the Pagan spell Lift Curse). However, the scars will remain until magically healed (as per the Pagan spell Heal Scars).

Caduceus

Cultural Restrictions: The caster must be a priest of the Greco-Roman or Celtic mythoi.

Pagan Discipline Requirements: Observance: 12

Description: Caduceus is the mythological symbol of healing. It is a rod topped with wings encircled by serpents. Through fasting, prayer, and religious ceremony, a Caduceus is permanently enchanted with miraculous healing powers.

Action Time: 8 hours Setback Cost: 22

Affected Area: See below Range: Touch

Conflict Rolls: None

Duration: Enduring. As such, a Caduceus should be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a holy symbol finely crafted from precious materials. The Quality Level of the caduceus limits the spell rank.

Other Details: The Caduceus has the following powers:

- Anyone who possesses one of these relics gains the power of the Pagan Healing spell Vim and Vigor. The Vim and Vigor is cast at a spell rank equal to the spell rank of the Caduceus.
- Any Pagan priest of the Greco-Roman mythos possessing this relic may cast any Pagan Healing spell in their repertoire that has a Range of Touch at a Range of 80 feet instead. Spells that normally

require the recipient to be inactive have this restriction lifted. In casting the Healing spell at a range, however, the caster must expend 1 additional point of Setback.

Whenever a Healing spell is cast using the powers of the Caduceus, its spell rank is limited to the spell rank of the Caduceus. For example, a priest 14th rank in Observance casts Healing Touch at a range to aid a fallen comrade. The Caduceus they hold, however, was created at only 12th spell rank. Thus, the spell rank of the Healing Touch is restricted to 12 (the spell rank of the Caduceus).

Needless to say, a priest can use only a single Caduceus at a time.

Consecrate Emblematic Shield

Pagan Discipline Requirements: Observance: 2

Description: This spell enchants a shield with magic that protects its wielder from range attacks (such as arrows, slings, and the like)

Setback Cost: 22

Affected Area: One shield Action Time: 8 hours

Conflict Rolls: See below Range: Touch

Duration: Enduring. As such, the charmed shield must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The caster must invoke the spell while the shield in question is crafted. The spell rank is limited by the Quality Level of the shield on which it is placed. So, a shield of Quality Level 12 requires a charm of at least rank 12. Further, any attempt to consecrate a shield of higher Quality Level than the spell rank will automatically fail.

Other Details: To work, the shield must have symbols decorating its surface representing the pagan religion of the caster, or of a governmental system allied with it.

The shield's magic will protect anyone holding it who is affiliated with the symbol on its surface. When such a person is attacked by a Range Weapon, they gain an Edge against it.

If the shield's symbol is that of a pagan religion, the shield protects any follower of the same religion.

If the symbol is that of a government, the shield protects any patriot loyal to that government. This includes heraldic emblems of noble families, in which case the shield only protects those loyal to that noble family.

Consecrate Emblematic Standard

Pagan Discipline Requirements: Observance: 10

Description: A standard is a ceremonial or military flag carried by a company to identify its loyalties to a specific faction. This spell enchants a standard with magic that helps nearby faction members perform Group Conflict Rolls (see [The Rules Reference](#) for details).

Setback Cost: 22 Action Time: 8 hours

Conflict Rolls: See below.

Affected Area: The spell enchants one standard; The magic of the spell affects all faction members with a radius of 20 feet around the standard.

Range: Touch (to enchant the standard)

Duration: Enduring. As such, the charmed shield must be treated as a magic item when considering its possessor's Magic Limit. The magic surrounding the standard affects faction members as long as they are within the Affected Area.

Casting Req.: Verbal, Gestural, Material. The caster must invoke the spell while the standard in question is crafted. The spell rank is limited by the Quality Level of the standard on which it is placed. So, a standard of Quality Level 12 requires a charm of at least rank 12. Further, any attempt to consecrate a standard having a Quality Level higher than the spell rank will automatically fail.

Other Details: To work, the standard must bear a prominent symbol of the faction it represents. This must be a symbol representing the pagan religion of the caster, or of a governmental system allied with it.

The standard's magic gives an Edge in Group Conflict Rolls to anyone who is a member of the faction it represents.

If the shield's symbol is that of a pagan religion, the shield aids any follower of the same religion.

If the symbol is that of a government, the shield aids any patriots loyal to that government. This includes heraldic emblems of noble families, in which case the shield only protects those loyal to that noble family.

Consecrate Gorgoneion

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Observance: 9

Description: A Gorgoneion²⁴¹ is an Amulet depicting the head of Medusa, a horrific mythological woman with snakes for hair. This spell enchants such an Amulet with magic that aids its wearer from all offensive magical spells targeting them.

Setback Cost: 22 Range: Touch

Affected Area: One Amulet Action Time: 8 hours

Duration: Enduring. As such, the charmed Amulet must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The caster must invoke the spell while the Amulet in question is crafted. The spell rank is limited by the Quality Level of the amulet on which it is placed. So, an amulet of Quality Level 6 requires the caster cast the spell at a rank of at least 6. Further, any attempt to consecrate an amulet of higher Quality Level than the spell rank will automatically fail.

Conflict Rolls: The Gorgoneion's magic will protect anyone displaying it in full view on their person. When such a person is the target of an offensive spell having a spell rank less than or equal to the Quality Level of the amulet, it provides an Edge on any Conflict Rolls against the spell.

Other Details: To work, the amulet must depict the face of Medusa in some fashion.

Consecrate Insignia

Pagan Discipline Requirements: Observance: 4

Description: This spell enchants the insignia of an official rank within a hierarchy allied with the caster's religion.

Setback Cost: 22 Action Time: 8 hours

Range: Touch

Affected Area: The spell consecrates one insignia. The magic of the insignia will affect anyone speaking to the wearer that recognizes (or believes) the wearer as legitimately possessing the hierarchical rank implied by the insignia.

Duration: Enduring. As such, the charmed insignia must be treated as a magic item when considering its possessor's Magic Limit.

²⁴¹ Gorgoneian amulets were common in the Greco-Roman culture and myth. Athena and Zeus both wore them on their chests, in addition to carrying the Aegis (the divine shield to which Medusa's head was affixed).

Casting Req.: Verbal, Gestural, Material. The caster must invoke the spell on an insignia: an article of jewelry denoting an official rank within a hierarchy. The spell rank is limited by the Quality Level of the insignia on which it is placed. So, an insignia of Quality Level 12 requires a charm of at least rank 12. Further, any attempt to consecrate an insignia having a higher Quality Level than the spell rank will automatically fail.

Conflict Rolls: The insignia's magic gives the wearer an Edge on all Banding Words rolls on members of the hierarchy it represents who are of a lower rank. For members outside this hierarchy, it gives the wearer an Edge on all Banding Words rolls on while attempting to Intimidate.

Consecrate Palladium

Cultural Restrictions: The caster must be a priest of the Greco-Roman mythos.

Pagan Discipline Requirements: Observance: 14

Description: A Palladium²⁴² is the physical embodiment of a divine pledge to protect a temple, city, or nation. This spell consecrates an item to serve this purpose.

Action Time: 8 hours Setback Cost: 34

Affected Area: See below Range: Touch

Conflict Rolls: None

Duration: Enduring. As such, a Palladium should be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a sacred relic to serve as a token of a divine pledge. The Quality Level of the item limits the spell rank. Further, the caster must consecrate the Palladium at the specific location which is to serve as its permanent sanctum, which must be public and accessible to the general populace. Finally, the gravity of pledge to which a pantheon will ultimately commit depends entirely on whatever additional sacrifice its benefactors make to them. A Palladium consecrated with the sacrifice of a bull is one thing, one devoted to commemorate the construction of an Acropolis level compound of temples is something else entirely.

Other Details: The magic of the spell permanently binds a Penates spirit to the item. (See Monsters of the Mediterranean for a full description of this Eidolon.) If the spirit's stats are required for game play, look up the example having the highest Level less than or equal to the Quality Level of the Palladium.

Once the Palladium is consecrated, the spirit bound to it will thereafter devote all of its attention and efforts toward

protecting the rein of its designated leaders from being overthrown. If the forces opposing its mission are so formidable that the Penates is unable to fulfill its purpose independently, it will seek outside assistance, up to and including that of the gods who originally established the divine pledge.

However, the Penates will only serve as protector while the Palladium remains in its designated sanctum, specified at the time it is consecrated. Further, the Penates bound to the item will perform no action whatsoever to protect the destruction or theft of the item itself. If the benefactors of its protection are so incompetent that they are unable to protect their sacred Palladium, then they are unworthy of divine protection, and so will receive none. If a stolen Palladium is later returned to its sanctum, though, the Penates will resume its protective role.

Devote Vestments

Pagan Discipline Requirements: Observance: 1

Description: This spell temporarily charms the officially recognized religious garb of the caster with an aura of authority.

Affected Area: Caster Setback Cost: 4

Action Time: 1 Action Range: 0'

Duration: Proximate. The spell lasts while the robe is Proximate to the caster, although they can cancel the spell at any time. While the spell is in effect, the robe must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell requires the caster to be wearing official vestments of their religion. The Quality Level of the vestments limits the spell rank. The gestures are those a priest would normally use to initiate a meeting concerning official church business.

Conflict Rolls: Once invoked, the caster gains an Edge on all Banding Words rolls with followers of their religion. For non-believers, the vestments give the caster an Edge only on Banding Words rolls in converting non-believers to their faith.

This spell produces a Nimbus Effect on the robe's wearer. The aura automatically fails if the caster already has a Nimbus Effect on them, although the magic on the robe persists and may be worn by someone else thereafter.

242 The original Palladium, after which all other similar relics were named, was kept in a temple in Troy. According to the Illiad, its theft by Odysseus and Diomedes was required before the Greeks could overthrow the city.

Egyptian Ankh

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Observance: 11

Description: The ankh is a cross, topped by a tear shaped loop. It is the Egyptian symbol for life. This spell charms an Ankh with potent healing powers.

Action Time: 8 hours Setback Cost: 22

Affected Area: See below Range: Touch

Conflict Rolls: None

Duration: Enduring. As with any permanently enchanted item, the ankh must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted golden ankh (a cross topped with a loop). The Quality Level of the ankh limits the spell rank.

Other Details: When enchanted with this spell, the holy relic gains the following powers:

- Anyone holding the relic gains the benefit of the Healing spell Vim and Vigor.
- Any Egyptian Pagan Priest holding the ankh heals physical damage at a rate of one point per hour.

Carrying a second ankh will gain no additional benefit over the first.

Greater Triquetra Sanctum

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Observance: 9

Description: Other than the differences listed herein, this spell is identical to Triquetra Sanctum.

Other Details: This spell creates a potent haven of protection from the elements of Earth, Sea, and Sky. Wind, rain, snow, lightning, hail and other such natural phenomenon will be unable to enter the area. Further, any magical spells requiring the Occult lores of Air, Cold, Earth, Land, Sea, Sky, Spring, Water, Wind, or Winter are similarly barred from entering or leaving. Further, any magical influences including Cold, Freezing, Ice, Lightning, or Wind are kept at bay as well. Finally, all earthen projectiles intersecting the barrier, magical or otherwise, will automatically be deflected. So, its occupants are safe from flying arrows, bolts, and rocks.

The barrier has no effect on fire or heat, though. So, its occupants are free to light a campfire, if they want.

The magic of the spell does not prevent creatures from

entering or leaving, nor does it have any influence on anything they carry. So, characters are free to come and go as they please without disrupting the spell in the slightest. Unfortunately, if a character leaves the haven and gets soaked in a downpour, they will remain sopping wet if they reenter the shelter.

Khepri's Scarab

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Observance: 10

Description: Scarabs are dung beetles, which are insects that gather balls of dung as food by rolling them across the desert sands. The Egyptians would commonly carve scarab fetishes from stone to honor Khepri, the sun god who is, himself, depicted as a dung beetle that rolls the Sun across the sky. This spell permanently charms a scarab fetish with potent magic.

Affected Area: See below Setback Cost: 15

Range: Touch Action Time: 8 hours

Conflict Rolls: See below.

Duration: Enduring. As such, the scarab must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted scarab fetish. The Quality Level of the scarab limits the spell rank.

Other Details: This spell enchants a scarab fetish with the following powers:

Anyone who holds one of these holy relics gains an Edge on all Conflict Rolls involving Perception.

In the hands of an Egyptian pagan priest, the scarab will give off a dim yellowish light whenever it is brought to within 80 feet of any undead creature. If it is brought to within 10 feet any such monster, it illuminates the immediately surrounding area with bright sunlight. The light extends to a distance of 10 feet and inflicts Sunshining Damage equal to 1 per 2 spell ranks every Round to any creature caught in its rays that is susceptible to sunlight (Note that living creature are generally Immune to Sunshining Effects).

The benefits of only one such scarab can be gained at a time for a given individual.

Melpomene's Mask of Tragedy

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Observance: 1

Description: This spell requires an artistic depiction of a frowning mask be within the field of view of those targeted by its magic. The mask may be in the form of a broach, amulet, tattoo, or other adornment. It may even be an actual mask hanging on a wall or worn by the caster. Any living humanoid viewing the mask while the spell is in effect has great sympathy for any tale of woe told by the caster.

Affected Area: Caster Setback Cost: 4

Action Time: 1 Action Range: 0 feet.

Conflict Rolls: See below.

Duration: Proximate. The spell lasts while the mask is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the spell must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell requires an artistic depiction of a frowning mask. The Quality Level of the mask limits the spell rank.

Other Details: The mask magically enhances the effectiveness of the caster's words. Whenever the caster speaks in a Banding Words contest, handle the roll as normal, initially. That is, roll the d20, and, informed by the result, state what the caster says. However, if the caster says anything in that statement that elaborates on an unfortunate event that happened to them (whether true or not), give them an Edge. That is, roll *another* d20 and take the better result to determine how effective their words are. The Edges will continue as long as the caster continues telling their sob story.

Note that this spell cannot work in conjunction with Thalia's Mask of Comedy.

Nannar's Crescent Blade

Cultural Restrictions: The caster must be a priest of the Mesopotamian Mythos.

Pagan Discipline Requirements: Observance: 12

Description: Nannar's Crescent Blade enchants a moon-shaped blade with magical powers baneful to thieves and lawbreakers.

Action Time: 8 hours Setback Cost: 14

Conflict Rolls: None Range: Touch

Affected Area: One weapon having a crescent-shaped blade (i. e. a sickle, curved scimitar, etc.).

Duration: Enduring. As such, the enchanted weapon must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural. To invoke this spell, the caster must possess a bladed weapon in the form of a crescent. The Quality Level of the blade limits the spell rank.

Other Details: The blade has the following abilities:

Whenever the weapon is brought within 50 yards of a 'crime-in-progress', the blade shimmers and glows as if reflecting bright moonlight. The light illuminates to a radius of 20 feet with Dim Light, and another 20 feet with Scant Light. Obviously this effect is quite noticeable at night and in dark passageways. Unfortunately, the glow is too dim to be observed in brightly lit areas.

Whenever one of these charmed weapons strikes any creature with a predominately unlawful nature as judged by the Overlord (e. g. a professional thief, assassin, smuggler, serial killer, etc.), it delivers additional Cutting Damage on every blow equal to 1 point per 2 spell ranks.

Further, if the blade strikes an opponent while they are committing a crime, additional Internal Damage equal to the Attack Roll's Margin is delivered by the blade. The term 'crime' must be judged with regard to the values of the Sumerian god Nannar (i. e. stealing, murder, fraud, etc.). Therefore, Nannar may view an act that is lawful according to the traditions of a given society as unlawful (for example, human sacrifice).

The effects are cumulative. For example, a mercenary and a burglar are caught in the act of stealing a golden idol from Nannar's temple. A temple guard strikes the mercenary with their magical scimitar. The Overlord judges the mercenary to be committing an illegal act, but is not a character of a predominately unlawful nature overall. As such, the scimitar delivers additional damage on top of the its normal damage equal to the Attack Roll's Margin. On the next Round, the guard strikes the thief. The Overlord judges the thief to be of a predominately unlawful nature, who is in the act of committing a crime. Therefore, the scimitar inflicts additional damage to the renegade equal to 1 per 2 spell ranks plus the roll's Margin.

Osiris's Royal Crook

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Observance: 6

Description: To the Egyptians, the pharaoh's crook represented their authority over the government just as a shepherd's crook represents authority of a shepherd over their flock. As Osiris is the ruler and pharaoh over the living, the royal crook pays homage to him. This spell permanently charms a crook with magic enhancing the possessor's leadership qualities.

Affected Area: See below Setback Cost: 18

Range: Touch Action Time: 8 hours

Conflict Rolls: See below.

Duration: Enduring. As such, the crook must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a scepter fashioned into the form of a rod topped with a blunt hook. The Quality Level of the crook limits the spell rank.

Other Details: Osiris's Royal Crook enchants this powerful symbol with the following magical abilities:

- Anyone who holds one of these relics gains an Edge on all Conflict Rolls against mental spells.
- Any Egyptian pagan priest holding one of these crooks gains an Edge on all Banding Words Rolls while holding the crook.

A given individual may utilize only one crook at a time.

The crook may be wielded in combat, if desired. Treat it as a Shepherd's Crook having a size corresponding to the crook's size. Unfortunately, the magic of the spell does not provide the skill necessary to wield it as such. So, the wielder must use their own skills in using it. However, the spell *does* allow the weapon to be wielded with one hand rather than two with no drawbacks for doing so. (Note that its Quality Level may augment the crook's combat characteristics in the same manner as any other high quality weapon.)

Pagan Tattoo

Pagan Discipline Requirements: Observance: 7

Description: This spell charms a tattoo on the target that is a pagan symbol of the caster's religion, giving the target creature the ability invoke a predetermined pagan spell.

Setback Cost: 12 Action Time: 1 hour

Conflict Rolls: None Range: Touch

Affected Area: The spell consecrates a tattoo of a pagan symbol on the target creature, which must be a willing member of the caster's religion.

Duration: Enduring. It is possible to charm multiple Pagan Tattoos on a single creature, but each must be treated as a separate magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The caster must invoke the spell on a tattoo of a symbol sacred to the caster's religion. The spell rank is limited by the Quality Level of the tattoo on which it is placed. So, a tattoo having a spell rank of 12 requires artistry of at least that Quality Level.

While creating the Pagan Tattoo, the caster must state what spell they wish the tattoo to be capable of invoking, which must be a spell in the caster's own repertoire of pagan spells. Pagan Tattoo can only invoke spells having an Affected Area of Caster or 1 Creature (or is capable of affecting only 1 Creature) The target of this invoked spell is always the tattooed creature itself.

Further, they must describe the trigger that will cause the tattoo to invoke it. Typically, the trigger will involve the tattooed person speaking some brief but specific religious phrase or prayer.

Other Details: The tattoo will invoke its predetermined spell on the tattooed individual whenever the triggering event occurs. The Setback Cost of the spell is drawn from the tattooed character's Fate Points. The spell rank of the invoked spell equals the spell rank of the Pagan Tattoo.

Ptah's Divine Staff

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Observance: 11

Description: The staff carried by Ptah is a combination of the Egyptian Djed pillar (representing stability), the Ankh symbol (representing life), and the Was scepter (representing death). The fact that Ptah's symbol encompasses all of these attributes demonstrates their great importance to the Egyptian people. After all, Egyptian mythology states that he created the universe. This spell charms the staff with potent creative magics. The staff itself is wielded as a Quarterstaff.

Action Time: 8 hours Setback Cost: 20

Conflict Rolls: See below. Range: Touch

Affected Area: See the spell description for details.

Duration: Enduring. As such, the staff must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted staff topped by the head of a dog which rests above a three-crossed Ankh symbol. The Quality Level of the staff limits the spell rank.

Other Details: This spell enchants the staff with the following powers:

- Anyone who possesses one of these relics gains an effective boost to their Daily Healing Rate equal to the spell rank.
- Any Egyptian Pagan priest wielding the staff gains an Edge on all Attack Rolls using it.

Carrying more than one such staff will garner no further benefit over that obtained from the first.

Pyre of Semele

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Observance: 7

Description: With *Pyre of Semele*²⁴³, the caster places a symbol on the target's forehead. Thereafter, the target instantly bursts into flame if it ever falls to 0 Hit Points, delivering damage to any nearby creatures.

243 Zeus had an affair with Semele, one of his priestesses. Predictably, this infuriated his wife Hera, who put doubt into Semele's mind that her lover was actually lying to her about being the King of the Gods. To assuage this doubt Semele asked a favor from Zeus. Having truly fallen in love with her, Zeus said that he would grant her anything. Semele asked to see Zeus in all his glory. Having given his divine word, Zeus had no choice, and acceded to her request. With great sadness, he appeared with all his god-like radiance. Being a mere mortal, Semele could not withstand the grandeur, and immediately burst into flame.

Action Time: 1 Minute Setback Cost: 4

Affected Area: The spell charms one willing creature. If the creature falls to 0 Hit Points, the resulting flames engulf the surrounding area to a radius of 5 feet.

Range: The caster must touch the target creature. Thereafter, the area of conflagration is centered on the creature.

Duration: Contained. The spell lasts as long as the symbol remains on the target's forehead, although it may be washed away with vigorous scrubbing at any time. While the spell is in effect, the target must treat the spell as a Spellbinding when its possessor's Magic Limit. Once triggered, the resulting flames last until the end of the current Scene.

Casting Req.: Gestural, Material. The spell requires a pinch of charcoal powder with which to place the symbol on the target creature's forehead. The Quality Level of the charcoal equals that of the wood from whose ashes it was obtained, and limits the spell rank.

Conflict Rolls: The produced flames deliver Scorching Damage to those in the Affected Area equal to 1 per 2 spell ranks on initial ignition, on later entry into the area, and on every Round thereafter. Creatures in the area when the flames initially burst forth are allowed an Avoidance Roll with Agility and Toughness adjustments. The Threshold they must overcome equals 10 plus the spell rank. Success indicates they sustain half damage. Failure indicates they sustain the Margin of the roll as additional Scorching Damage.

Other Details: Multiple castings on a given target creature are not cumulative. But, the damage of multiple overlapping pyres is cumulative within the overlapping areas.

Radiant Symbol

Pagan Discipline Requirements: Observance: 9

Description: This spell create a pagan symbol of glowing light on an expansive surface, such as the ground, floor, or ceiling. Its light will illuminate to a distance of 5 feet per spell rank from its center.

Affected Area: See below Setback Cost: 5

Action Time: 1 Action Range: 80 feet.

Conflict Rolls: None

Duration: Proximate. The spell lasts while the caster is Proximate. although the caster may cancel it at any time.

Casting Req.: Gestural, Material. The caster must touch an item engraved with the symbol the spell is to produce. The Quality Level of the item limits the spell rank.

Other Details: The magic of the spell traces out a symbol. Which symbol is produced depends on the religion of the caster as shown on the Simple Pagan Symbols diagram at the beginning of this section. In that diagram, each square represents an area 5 feet on a side.

The caster may place the symbol anywhere within Range as desired. The caster may orient the symbol as desired as well. (If you are using a battle grid, then it should be lined up with the grid rather than at odd angles. But, it may be rotated as desired in increments of 90 degrees.)

Rune of Caen (Torch)

Cultural Restrictions: The caster must be a pagan priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 12

Description: A rune is a magical symbol that bestows magical aid to the possessor. Specifically, the Rune of Caen represents a torch, and it bestows enhanced awareness upon its possessor.

Action Time: 8 hours Range: Touch

Setback Cost: To create a magical rune, a priest must expend 14 Setback. Further, the rune's possessor sustains 2 Setback every Round the rune provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the rune assists in multiple Conflict Rolls during that Round.

Duration: Enduring; Opportune / Willing. The rune itself is inscribed by the caster on an item, making it a permanent magic item. As such, the rune must be treated as such when considering its possessor's Magic Limit.

The magic of the rune is immediately effective as soon as a person picks up the rune, and its power affects them only as long as they want it to last. As soon as the target no longer has positive emotions toward the rune's power, it terminates until the rune is put down and picked up again. Further, the power of the rune will terminate if the target is unable or unwilling to pay the required Setback Cost.

Conflict Rolls: The possessor gains an Edge on Conflict Rolls involving the skill Searching and all skills that default to Searching (e.g. Finding Secret Stuff, Tracking, , etc.) Only 1 Rune of Caen is effective on an individual at a time.

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Req.: Gestural, Material. The Quality Level of the item on which a Rune of Caen is grafted limits the spell rank.

There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. In any case, each rune must be treated as a separate magic item when considering its possessor's Magic Limit.

Other Details: A Rune of Caen grants Heat Sense to its possessor.

Rune of Feoh (Wealth)

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 4

Description: A rune is a magical symbol that bestows magical aid to the possessor. Specifically, the Rune of Feoh bestows upon its possessor an aura of credibility in matters of money and wealth.

Action Time: 8 hours Setback Cost: 14

Range: Touch

Duration: Enduring. The caster inscribes the rune on an item, making it a permanent magic item. As such, the rune must be treated as such when considering its possessor's Magic Limit.

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Req.: Gestural, Material. The Quality Level of the item on which a Rune of Feoh is grafted limits the spell rank.

Conflict Rolls: Whenever the possessor of the rune speaks in a Banding Words contest, handle the roll as normal, initially. That is, roll the d20, and, informed by the result, state what the possessor of the rune says. However, if they provide any advice on how the listener can improve their profits and/or wealth that is not merely a repetition of what they have said before in the contest, give them an Edge. That is, roll *another* d20 and take the better result to determine how effective their words are. The Edges will continue as long as the possessor continues their proselytizing. Note that the provided advice doesn't actually need to be good advice. It only needs to seem somewhat plausible.

Further, in any negotiations with merchants for needed wares, the possessor of this rune gains an Edge on any Banding Words rolls in which they speak.

Other Details: There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 Rune of Feoh is effective on an individual at a time.) In any case, each rune must be treated as a separate magic item when considering its possessor's Magic Limit.

Rune of Os (God)

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 10

Description: A rune is a magical symbol that bestows magical aid to the possessor. Specifically, the Rune of Os bestows an aura of trustworthiness upon its possessor

Action Time: 8 hours Range: Touch

Setback Cost: To create a magical rune, a priest must expend 14 Setback. Further, the rune's possessor sustains 2 Setback every Round the rune provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the rune assists in multiple Conflict Rolls during that Round.

Duration: Enduring; Opportune / Willing. The rune itself is inscribed by the caster on an item, making it a permanent magic item. As such, the rune must be treated as such when considering its possessor's Magic Limit.

The magic of the rune is immediately effective as soon as a person picks up the rune, and its power affects them only as long as they want it to last. As soon as the target no longer has positive emotions toward the rune's power, it terminates until the rune is put down and picked up again. Further, the power of the rune will terminate if the target is unable or unwilling to pay the required Setback Cost.

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Req.: Gestural, Material. The Quality Level of the item on which a Rune of Os is grafted limits the spell rank.

Conflict Rolls: Anyone possessing a Rune of Os gains an Edge on Conflict Rolls involving their Charisma.

Other Details: There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 Rune of Os is effective on an individual at a time.) In any case, each rune must be treated as a separate magic item when considering its possessor's Magic Limit.

Rune of Rad (Saddle)

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 5

Description: A rune is a magical symbol that bestows magical aid to the possessor. Specifically, the Rune of Rad is a magical symbol that increases its possessor's land Speed by 10. This added Speed also applies to any mount the rune's possessor rides.

Action Time: 8 hours Setback Cost: 9

Conflict Rolls: None

Range: Touch

Duration: Enduring. The rune is inscribed by the caster on an item, making it a permanent magic item. As such, the rune must be treated as such when considering its possessor's Magic Limit.

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Req.: Gestural, Material. The Quality Level of the item on which a Rune of Rad is grafted limits the spell rank.

Other Details: There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. In any case, each rune must be treated as a separate magic item when considering its possessor's Magic Limit.

Rune of Thoru (Giant)

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 6

Description: A rune is a magical symbol that bestows magical aid to the possessor. Specifically, the Rune of Thoru is a magical symbol that bestows durability upon its possessor. Thus, their Hit Points rise by 1 point for every spell rank. Their Strength and Toughness remain unaffected. The added Hit Points effectively acts as a 'buffer' which opponents must breach before they actually deliver any damage to the possessor. Thus, even if a character loses their Rune of Thoru after this barrier has been taken down, they suffer no ill effects.

Treat the added Hit Points as if the character actually possessed it but can not regain it through magical means. Thus, it will be regained at the character's normal healing rate after they have regained all of their normal Hit Points but it remains unaffected by healing potions, healing spells, and similar magical effects.

Action Time: 8 hours

Setback Cost: 18

Conflict Rolls: None

Range: Touch

Duration: Enduring. The rune itself is inscribed by the caster on an item, making it a permanent magic item. As such, the rune must be treated as such when considering its possessor's Magic Limit.

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Req.: Gestural, Material. The Quality Level of the item on which a Rune of Thoru is grafted limits the spell rank.

Other Details: There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 Rune of Thoru is effective on an individual at a time.) In

any case, each rune must be treated as a separate magic item when considering its possessor's Magic Limit.

Rune of Ur (Wild Ox)

Cultural Restrictions: The caster must be a priest of the Norse Mythos.

Pagan Discipline Requirements: Observance: 10

Description: A rune is a magical symbol that bestows magical aid to the possessor. Specifically, the Rune of Ur helps its possessor in Strong-Arming.

Action Time: 8 hours Range: Touch

Setback Cost: To create a magical rune, a priest must expend 14 Setback. Further, the rune's possessor sustains 2 Setback every Round the rune provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the rune assists in multiple Conflict Rolls during that Round.

Duration: Enduring; Opportune / Willing. The rune itself is inscribed by the caster on an item, making it a permanent magic item. As such, the rune must be treated as such when considering its possessor's Magic Limit.

The magic of the rune is immediately effective as soon as a person picks up the rune, and its power affects them only as long as they want it to last. As soon as the target no longer has positive emotions toward the rune's power, it terminates until the rune is put down and picked up again. Further, the power of the rune will terminate if the target is unable or unwilling to pay the required Setback Cost.

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Req.: Gestural, Material. The Quality Level of the item on which a Rune of Ur is grafted limits the spell rank.

Conflict Rolls: Anyone possessing a Rune of Ur gains an Edge on all Conflict Rolls involving Strong-Arming, and any skills that default to Strong-Arming (e.g. Grappling and Pummeling).

Other Details: There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 Rune of Ur is effective on an individual at a time.) In any case, each rune must be treated as a separate magic item when considering its possessor's Magic Limit.

Set's Was Scepter

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Observance: 13

Description: The scepter carried by Set is a rod topped by the head of a dog or jackal. It represents death and the welfare of the dead. This spell charms a Was Scepter with potent death magic that expedites the passage of both the living and undead to their final rest.

Was Scepters can be fashioned in any size, and are wielded as Maces.

Action Time: 8 hours Setback Cost: 20

Affected Area: See below. Range: Touch

Conflict Rolls: See below.

Duration: Enduring. As such, the scepter must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted scepter topped by the head of a dog. The Quality Level of the staff limits the spell rank.

Other Details: This spell enchants a Was Scepter with the following powers:

- Anyone who wields the scepter will deliver additional Quieting Setback equal to 1 per 2 spell ranks plus the Attack Rolls Margin to any undead creature.
- Any Egyptian Pagan Priest who wields the scepter will deliver additional Rotting Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin. This extra damage cannot be absorbed by armor.

Signet Seal

Pagan Discipline Requirements: Observance: 2

Description: This spell secures a document with a wax seal to ensure it is read only by the intended recipient.

Affected Area: 1 document. Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: See below.

Duration: Unstable. The spell lasts until either the signet's trigger is activated or the document is destroyed.

Casting Req.: Verbal, Gestural, Material. The spell requires a finely crafted metal stamp with an engraving of a symbol of authority. Often, the engraving is placed on a ring for portability and ease of access. The Quality Level of the stamp limits the spell rank. When the spell is invoked, the

caster melts a coin-sized dollop of wax to secure the document. While impressing the stamp's image into the wax, they must state a trigger that will end the spell's effect and break the seal. Typically, the trigger will be a specific command word or phrase spoken by a person touching the wax seal.

Other Details: Anyone possessing the document providing the correct predetermined trigger will cause the seal to break, the document to open, and the spell to terminate.

If anyone tries to break the seal or access the document's contents without providing the proper trigger causes the document to burst into flames, turning the document into ash. Anyone holding the document when this happens sustains Scorching Damage equal to 2 per spell rank (no Conflict Roll).

Any magic spell attempting to read the document, divine the magical trigger, or affect it in any way, similarly invokes the pyrotechnics. Note that spells that simply determine whether the document is magical only affect the viewer, allowing them to see magical auras. Such spells don't influence or attempt to communicate with the document in any way, and therefore will not invoke the document's destruction.

Magic negation spells, such as the Occult spell Invoke Great Cube of Dispelling, can potentially work to neutralize the Signet Seal's power. Naturally, the Signet Seal will get a Conflict Roll with Quality Level adjustments to remain viable, as specified by the particular magic negation spell. Failure on that roll will have the normal effect noted in that spell's description. If the Signet Seal retains its power, though, the magic will immediately expend itself in destroying the document by fire as described above.

Svarog's Golden Torch

Cultural Restrictions: The caster must be a priest of the Slavic Mythos.

Pagan Discipline Requirements: Observance: 13

Description: Svarog's torch is a symbol of the fire deity's ultimate power and control over flame. This spell charms a torch with potent magics dealing with heat and flame.

Affected Area: See below Setback Cost: 18

Action Time: 8 hours Range: Touch

Conflict Rolls: None

Duration: Enduring. As such, the torch must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. This spell demands the caster to charm a finely crafted torch incorporating gold into its makeup in some fashion. The Quality Level of the torch limits the spell rank.

Other Details: When enchanted with this spell, the charmed torch gains the following powers:

- Anyone possessing the torch gains both an Edge and Resistance to all Scorching effects. That is they gain an Edge on all such Conflict Rolls and sustain only half damage from all Scorching Effects.
- If anyone holds the torch in their hand, it spontaneously ignites. It will burn in any environment, even underwater. It gives off sufficient illumination for any creature with Day Vision to see to a distance of 40 feet. When dropped, the torch is immediately extinguished and cannot be rekindled until grasped.
- Any Slavic priest wielding the torch (as a Mace) delivers additional Scorching Damage on every blow. The amount of such Damage delivered equals 1 per 2 spell ranks plus the Attack Roll's Margin.

Symbolic Sanctum

Pagan Discipline Requirements: Observance: 9

Description: This spell creates an area of safety from any other spells evoked by the caster thereafter, whether that spell be Pagan, Occult, Eldritch, or otherwise.

Affected Area: See below Setback Cost: 8

Action Time: 1 Action Range: 0 feet.

Conflict Rolls: None

Duration: Proximate. The spell lasts while the caster is Proximate. although the caster may cancel it at any time.

Casting Req.: Gestural, Material. The caster must touch an item engraved with the symbol the spell is to produce. The Quality Level of the item limits the spell rank.

Other Details: The spell rank of the subsequent modified spell is limited by the spell rank of the Symbolic Sanctum.

For Symbolic Sanctum to work, the subsequent spell it modifies must have an Affected Area described in terms of an actual spatial area. For example, this spell may modify a spell having a 20 foot radius, one that covers a 10 foot by 10 foot square, or one that covers a cone having a 40 foot length and a 20 foot base diameter. However, it cannot modify a spell that targets one item or one creature per spell rank, since those do not specify spatial areas.

The way Symbolic Sanctum modifies the subsequent spell is to suppress the spell's magic in a portion of its Affected Area, in order to create an island of calm in what is otherwise a region of fury. In this way, allies may be protected from the effects of an otherwise dangerous spell, if they lie within the suppressed region.

The suppressed region traces out a symbol. Which symbol is produced depends on the religion of the caster as shown on the Simple Pagan Symbols diagram at the beginning of this section. In that diagram, each square represents an area 5 feet on a side.

The caster may place the region of suppression in any orientation desired, as long as the caster is somewhere within it. (If you are using a battle grid, then it should be lined up with the grid rather than at odd angles. But, it may be rotated as desired in increments of 90 degrees.)

Symbol of Contemplation

Pagan Discipline Requirements: Observance: 1

Description: This spell temporarily charms a pagan religious symbol with magic that allows its possessor to enter into a dream state.

Affected Area: 1 pagan symbol. Setback Cost: 4

Action Time: 1 Action Range: Touch

Conflict Rolls: Any pagan priest of the same religion as the symbol gains an Edge on Conflict Rolls using the Eldritch skill Trance.

Duration: Proximate. The spell lasts while the caster is physically present, although they may cancel it at any time.

Casting Req.: Verbal, Gestural, Material. The spell requires a finely crafted holy symbol. The Quality Level of the religious symbol limits the spell rank.

Other Details: The spell rank must be as high as the Trance skill rank for the possessor to gain the Edge.

Thalia's Mask of Comedy

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Observance: 1

Description: This spell requires an artistic depiction of a laughing mask be within the field of view of those targeted by its magic. The mask may be in the form of a broach, amulet, tattoo, or other adornment. It may even be an actual mask hanging on a wall or worn by the caster. Any living humanoid viewing the mask while the spell is in effect is delightfully amused by any pun, jibe, or joke told by the caster.

Setback Cost: 4 Range: 0 feet.

Action Time: 1 Action

Affected Area: The spell affects any living humanoid within 20 feet of the caster.

Duration: Proximate. The spell lasts while the mask is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the mask must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell requires an artistic depiction of a laughing mask. The Quality Level of

the mask limits the spell rank.

Conflict Rolls: The mask magically enhances the effectiveness of the caster's words. Whenever the caster speaks in a Banding Words contest, handle the roll as normal, initially. That is, roll the d20, and, informed by the result, state what the caster says. However, if the caster says anything sarcastic, witty, rhyming, or otherwise entertaining (whether actually funny or not), give them an Edge. That is, roll *another* d20 and take the better result to determine how effective their words are. The Edges will continue as long as the caster continues their jests.

Other Details: This spell cannot work in conjunction with Melpomene's Mask of Tragedy.

Thoth's Rosetta Stone

Cultural Restrictions: The caster must be a priest of the Egyptian Mythos.

Pagan Discipline Requirements: Observance: 3

Description: Thoth's Rosetta Stone translates text to and from Egyptian hieroglyphics.

Action Time: 20 minutes. Range: Touch

Action Time: 1 Action Duration: Instantaneous.

Conflict Rolls: None Setback Cost: 6

Affected Area: The spell translates any amount of text the caster can see at once. So, it can translate an entire unfurled scroll. But, it can only translate the left and right pages of an open book.

Casting Req.: Verbal, Gestural, Material. To invoke the spell, the caster must possess parchment, quill, and ink. While they pass their hand over the text to be translated, the spell causes the quill to rise in the air and write out the translated text.

Other Details: The spell can only translate to and from Egyptian Hieroglyphics. While invoking the spell, the caster states the language to or from which the hieroglyphics are to be translated.

The spell does not provide the caster with the ability to read the translated text if they do not already possess the knowledge of how to do so. So, an Egyptian Priest may translate hieroglyphics into Nordic runes, but then be unable to read the runes the spell creates.

Triquetra Sanctum

Cultural Restrictions: The caster must be a priest of the Celtic Mythos.

Pagan Discipline Requirements: Observance: 13

Description: This spell creates a haven of protection from natural weather.

Affected Area: The spell encompasses an approximately triangular area as shown on the Triquetra diagram. The edges of the triangle each has a length of 25 feet. The protection extends upward in the approximate shape of a tetrahedron (like that of a 4-sided die) whose apex lies 20 feet above the center of the symbol.

Action Time: 1 Hour

Range: Touch

Conflict Rolls: None

Setback Cost: 22

Duration: Enduring

Casting Req.: Gestural. The caster must repeatedly walk a path following the outline of the Triquetra. The ground along this path will faintly shimmer once the spell is complete.

Other Details: Triquetra Sanctum provides a magical shelter from the natural elements. Wind, rain, snow, lightning, hail and other such natural phenomenon will be unable to enter the area. Further, the interior of the sanctum is normally maintained at the comfortable temperature of a warm spring day, although the spell is incapable of repelling magic spells involving heat or fire.

The magic of the spell does not prevent creatures from entering or leaving, nor does it have any influence on anything they carry. So, characters are free to come and go as they please without disrupting the spell in the slightest. Unfortunately, if a character leaves the haven and gets soaked in a downpour, they will remain sopping wet if they reenter the shelter.

Triquetra



Vivify Animal Mural

Pagan Discipline Requirements: Observance: 5

Description: This spell transforms an ordinary mural of animal life into a vigilant, loyal guardian.

Affected Area: One mural.

Setback Cost: 22

Conflict Rolls: None

Action Time: 1 hour

Range: Touch. After the spell is triggered, the animated creature(s) must remain within 40 feet of the mural from which they originated.

Duration: Vanquish. The spell remains effective until the creature depicted in the painting is slain.

Casting Req.: Verbal, Gestural, Material. The spell must be cast on an image freshly painted on a stone or plaster wall, ceiling, or floor. The Quality Level of the painting limits the spell rank. At the time of casting, the priest must specify what events will bring the painting to life. Once set, the trigger cannot be altered.

Other Details: This spell can only be invoked on a mural whose pigments are still wet and is only effective if the image contains a symbol of some scene from a myth associated with the caster's religion containing one or more creatures. If these conditions are met, the portrait has life magically breathed into it. Although generally cast upon the image of a single creature, a wall painting may consist of several guardians at the cost of some skill for each individual.

Upon some preset condition, the image(s) will step out of the wall, transforming into a true 3 dimensional creature(s) of the type shown in the painting. The summoned entity has all the statistics and characteristics of a normal creature of its sort, including any Immunities, Resistances, and Sensitivities. It (they) will attack any intruders encountered.

The caster must state the trigger that will cause the painting to animate at the time of casting. However, that is the limit of control the caster has over the creature(s), which will immediately attack any and all intruders within the area it guards. (Note that any undead which were properly buried within a crypt or tomb will not be considered intruders. The same applies to any animated statues or other constructs placed there by its builders.) They will act with a level of intelligence commensurate with their forms. So, a lion will behave as a standard feline, while a human soldier will display far more cunning.

To determine the stats of the creatures, look up their description in the appropriate monster supplement. If the spell is invoked over a single entity, find the example having the highest Level less than or equal to the spell rank. For multiple creatures are depicted, use the same process, but lower its potential Level by 2 for every additional being after the first. Thus, a wall painting of three baboons will result in a trio of guardians having the highest Level available under the Baboon description that is 4 lower than the spell rank. (If

no such example exists, this spell cannot be used to animate a guardian of that type.)

If the wall painting defeats the trespassers (or they flee), it will once again step into the wall, resuming its post. It will heal damage at a rate appropriate for a creature of its type. If slain, however, the painting will fall to the floor and quickly dissolve into an easily disturbed sand painting.

The creatures that may be brought to life from any such mural are limited to animals appearing in the mythology touted by the caster. For the standard Pagan mythologies of the game, these are listed below:

Celtic

Bear, Boar, Bovine, Deer, Dog, Horse, Salmon, Seal, Snake, Wolf

Egyptian

Baboon, Bovine, Camel, Crocodile, Frog, Hippopotamus, Horse, Hyena, Jackal, Lion, Lizard, Rhinoceros, Scarab, Scorpion, Sheep, Snake, Vulture

Greco-Roman

Bee, Boar, Bovine, Crab, Dog, Horse, Lion, Porpoise, Sheep, Snake

Mesopotamian

Bovine, Dog, Horse, Leech, Lion, Lizard, Sheep, Snake, Vulture

Nordic

Bear, Boar, Bovine, Dog, Horse, Otter, Salmon, Seal, Snake, Wolf

Slavic

Bear, Boar, Bovine, Dog, Horse, Snake, Wolf

Vivify Battle Mural

Pagan Discipline Requirements: Observance: 10

Description: This spell transforms an ordinary mural of a mythic battle into one or more vigilant, loyal guardians. Other than the differences listed herein, it is identical to the spell Vivify Animal Mural.

Affected Area: One mural.

Other Details: The creatures that may be brought to life from the charmed mural are limited to humanoid combatants appearing in the mythology touted by the caster. Each may be armed with a single weapon, and may wear any form of armor that is appropriate to the culture. For the standard Pagan mythologies of the game, these are listed below:

Celtic

Dwarf, Elf, Fauchan, Firbolg, Fomorian, Giant (Common), Glaistig, Goblin, Gnome, Hob, Hobgoblin, Human, Merfolk, Merrow, Ogre, Orc, Selkie, Troll

Egyptian

Babi, Ba-neb-tettu, Hermanubis, Human, Neb-Hetep, Renenutet, Sokar, Ta-bitjet, Taurine, Ubasti

Greco-Roman

Arimasian, Bucentaur, Centaur, Centauro-Triton, Giant (Common), Human, Nymph, Orc, Pan, Taurine, Triton

Mesopotamian

Giant (Common), Human, Lizardman, Ta-bitjet, Taurine

Nordic

Dwarf, Elf, Ettin, Human, Giant (Common), Troll

Slavic

Dwarf, Giant (Common), Goblin, Gnome, Hob, Hobgoblin, Human, Nymph (Vila), Pan (Leshy), Rusalka, Vodyany

Vivify Monstrous Mural

Pagan Discipline Requirements: Observance: 14

Description: This spell transforms an ordinary mural of a mythic creature into one or more vigilant guardians. Other than the differences listed herein, it is identical to the spell Vivify Animal Mural.

Affected Area: One mural.

Other Details: The creatures that may be brought to life from the charmed mural are limited to monsters appearing in the mythology touted by the caster. If it is capable of doing so, each may be armed with a single weapon, and may wear any form of armor that is appropriate to the culture. For the standard Pagan mythologies of the game, the allowable creatures are listed below:

Celtic

Amphisbaena, Amphiptere, Buggane, Goborchinn, Green Man, Guivre, Kelpie, Nuckalavee, Spriggan, Swan Folk, Wild Huntsman, Wyvern

Egyptian

Ammut, Khepri-Atum, Serpopard, Sobek-Ra, Sphinx (Andjro / Gyro), Sphinx (Crio), Sphinx (Hierako), Tafner, Tawaret, Uraeus, Wadjyt

Greco-Roman

Arachnida, Automaton, Boar (Calydonian), Chimera (Grecian), Cyclops (Grecian), Empusa, Giant (Argus), Giant (Cacus), Giant (Gegenees), Giant (Geryon), Gigante, Gorgon (Grecian), Griffin, Harpy (Grecian), Harpyiai, Hippocampus, Horse of Diomedes, Horse (Winged), Hydra (Lernaean), Lamia, Leucrocota, Lion (Nemean), Orthrus, Penates, Siren, Sphinx (Grecian), Stygian Bull, Stymphalian Bird

Mesopotamian

Griffin, Humbaba, Imdugud, Lamassu, Pazuzu, Uruku

Nordic

Drasil, Guivre, Lindwurm, Valkyrie, Valraven, Warg, Wild Huntsman, Wyrn, Yggr

Slavic

Bolotnik, Giant (Tapogoz), Kornwief, Shamaran, Valraven, Zmei

Wrath Spells

Adad's Stormy Robe

Cultural Restrictions: The caster must be a pagan priest of the Mesopotamian mythos.

Pagan Discipline Requirements: Judgment 10

Description: Adad's Stormy Robe surrounds the caster with a dense, dark storm cloud that swirls, billows, and boils. Enveloping and containing this cloud is a whistling vortex of wind. Although the cloud is remarkably opaque directly around the caster's body, it does not hinder their vision in any way. In fact, it gives the distinct appearance of clothing and easily tracks the caster's movements.

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Finally, the caster may cancel the spell at any time.

Casting Req.: Verbal, Gestural Range: 0

Action Time: 1 Assault Action Setback Cost: 6

Affected Area: The spell surrounds the caster with a swirling black storm cloud.

Conflict Rolls: The stormy winds kick up and hurtle debris. All creatures within 10 feet of the caster sustain Blunt Damage at the end of the caster's Turn every Round equal to 1 per 2 spell ranks. Of course, the caster sustains none of these unfortunate effects as they lie in the eye of the tiny hurricane. No Conflict Roll is allowed against the damage inflicted by the flying debris kicked up by the spell.

In addition, bolts of lightning periodically arc from the dark clouds surrounding the caster's body in an explosive clap. If no foe lies within 10 feet when the lightning jumps, it will simply expend itself harmlessly on the ground or a nearby object. Otherwise, it will strike one random foe standing within 10 feet of the caster every Round, delivering Electrical Damage equal to 1 per spell rank.

Allow the struck creature an Avoidance Roll with Agility and Toughness adjustments. The Threshold they must overcome equals 10 plus the spell rank. Success indicates they sustain only half damage. Failure indicates the Conflict Roll's Margin is added as additional Electrical Damage.

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the roll to avoid the spell effects.

Amun's Battering Ram

Cultural Restrictions: The caster must be a priest of the Egyptian mythos.

Pagan Discipline Requirements: Judgment: 8

Description: Amun's Battering Ram (a. k. a. Amun's Mighty Butt) charms the caster's staff with a potent sundering magic, giving it a powerful Woe effect.

Action Time: 1 minute Setback Cost: 6

Range: Touch

Affected Area: The spell enchants a single staff which must be wielded by the caster.

Duration: Contained. The charm lasts until the spell's power is used by the caster. They may set it aside, if they wish. But, if the staff is ever touched by anyone else, the power of the spell is immediately discharged on the unfortunate individual. The staff must be treated as a magic item when considering its possessor's Magic Limit until the power of the spell is expended.

Casting Req.: Verbal, Material. The spell must be invoked while the caster grasps the staff they wish charmed. The Quality Level of the staff limits the spell rank.

Conflict Rolls: Once the spell is complete, the ghostly visage of a ram's head covers the staff head until its power is expended. The next blow delivered by the staff delivers additional Blunt Damage equal to 2 per spell rank.

If the blow is delivered to a wooden or stone door or other barrier, the staff is treated as a Battering Ram. See Barriers in The Overlord's Omnibus for details on the advantages it provides on Conflict Rolls when attempting to breach a barrier.

Other Details: The caster may carry only one such staff at a time.

This spell automatically fails if the targeted weapon already has a Woe effect on it.

Balor's Wicked Eye

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Judgment: 9

Description: Balor's Wicked Eye inflames one of the caster's eyes into a huge, festering, blood-shot orb. The eye-socket holding the horrid sphere enlarges to maintain its contents within the caster's head. Even so, the puss filled mass seems ready to burst from the priest's face. Its gaze is poisonous to those it touches.

Action Time: 1 Action to cast the spell; 1 Assault Action to target the spell's toxic rays on a creature.

Range: The initial casting affects the caster. Thereafter, the toxic rays can be directed at any creature within 80 feet of the caster.

Setback Cost: 2 per Round Casting Req.: Verbal

Duration: Fixated. As soon as the caster loses mental concentration on it, stops paying the required Setback Cost, or performs an Assault Action (other than those required to use the rays of the spell itself), the spell ends.

Affected Area: The spell enchants the caster's eye with a deadly gaze that targets a single creature every Round of the spell's duration at the discretion of the caster.

Conflict Rolls: Allow each targeted creature an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Toxic Damage equal to the spell rank plus the roll's Margin. Success indicates the target sustains half this amount.

Other Details: On every Round of the spell's duration, the caster may choose to focus the gaze of their pulsating eye on a single target creature. A black hazy ray emanates from the pupil toward the targeted foe.

Once the spell is cast, controlling the ray requires no further concentration. Thus, the caster could participate in combat. In this case, their gaze must fall on one of the opponents they personally combat.

Corposant

Pagan Discipline Requirements: Judgment: 11

Description: This spell creates a bluish haze of static electricity around the caster's body, similar to St. Elmo's Fire that sometimes appears on ship masts.

Affected Area: Caster Setback Cost: 4

Casting Req.: Gestural Range: 0'

Action Time: 1 Assault Action Conflict Rolls: None

Duration: Maelstrom. The spell lasts as long the caster

participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: Anyone striking the caster with a Hand Held weapon during the spell duration takes Electrical Damage equal to the spell rank. If the caster grapples with someone, or otherwise grabs hold of them, the electrical damage will be delivered on initial contact. However, the electrical field will thereafter surround and protect both combatants.

Multiple castings have no effect.

Crushing Penance

Pagan Discipline Requirements: Judgment: 1

Description: This spell magically crushes the target's body, giving physical force to the weight of their sins in the caster's eyes.

Setback Cost: 2 per Round

Range: 80 feet.

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Affected Area: One creature

Duration: Fixated. This spell lasts until the caster loses concentration on it or performs an Assault Action (other than the spell itself), or the target moves out of Range.

Conflict Rolls: Allow the target an Avoidance Roll with Toughness adjustments against a Threshold of 10 plus the spell rank plus the caster's Heart. Success indicates they avoid the spell's effects entirely. A failed roll means the target suffers from a crushing force over their entire body for the spell duration.

The target immediately takes 2 Crushing Damage upon spell completion. At the next Round, and every Round thereafter, the target sustains a cumulative 2 Crushing Damage. So, at the first Round, they take 2 Crushing Damage. At the next Round, they take 4; the next they take 6; etc. If the target falls to 0 Hit Points as a consequence of this spell, they will fall to the ground Incapacitated while they are Overcome.

Other Details: While the spell is in effect, the target gains the Temporary Trait of "Crushed by my transgressions."

Multiple castings are not cumulative.

Dire Acid Rain

Pagan Discipline Requirements: Judgment: 6

Description: This spell summons a limited downpour of acid.

Duration: Proximate. The downpour persists while the caster

is present, although they may cancel it at any time.

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: 5 foot radius. Setback Cost: 5

Action Time: 1 Assault Action

Conflict Rolls: When the spell first appears and at the end of the caster's Turn every Round thereafter, allow all creatures within the Affected Area an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Acidic Damage equal 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: Any creature taking damage from the acid gains the temporary trait of "Smoldering" for the remainder of the scene.

Further, the spell will automatically extinguish all non-magical fires in the area. It has no effect on magical flame.

Dire Banishing Touch

Pagan Discipline Requirements: Judgment: 10

Description: This spell imbues the caster's touch with supernatural energy that is anathema to Eidolons and other Astral beings. Thus, if any such creature strikes the caster with one of its natural weapons, or the caster strikes the creature directly with one of their natural weapons, the creature sustains the stated Metaphysical damage.

Casting Req.: Verbal Setback Cost: 4

Action Time: 1 Action Range: 0

Affected Area: The spell imbues the caster with a magical touch, which affects any creature touching or being touched by him. Needless to say, the spell does no harm to the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target, the spell delivers an amount of Metaphysical Damage equal to one per two spell ranks plus the Attack Roll's Margin (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon. This damage cannot be absorbed by armor.

Other Details: This spell counts as a Woe effect. It automatically fails if the caster already has a Woe effect on him.

Dire Blazing Fury

Pagan Discipline Requirements: Judgment: 6

Description: This spell conjures an inextinguishable flame to provide retribution for crimes against the caster or their religion.

Affected Area: One creature Setback Cost: 5

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Duration: Unstable. The spell lasts until the target makes a Conflict Roll against the spell.

Range: The initial casting requires the target to be within 80 feet of the caster. Thereafter, no range restrictions apply.

Conflict Rolls: Allow the targeted individual an Avoidance Roll with Toughness adjustments at the end of the caster's Turn every Round against a Threshold of 10 plus the spell rank plus the caster's Heart. If successful, the target sustains no damage that Round and the spell ends. Otherwise, the target sustains Scorching Damage equal to 1 per 2 per spell ranks plus the roll's Margin.

Dire Blisters

Pagan Discipline Requirements: Judgment: 3

Description: This spell induces boils, abscesses, and blisters to appear sporadically over the target's body.

Action Time: 1 Assault Action Range: 80 feet

Affected Area: One creature. Setback Cost: 5

Casting Req.: Verbal, Gestural

Duration: Instantaneous.

Conflict Rolls: Allow the targeted creature an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target suffers from a Drawback on all Conflict Rolls involving Charisma until they heal to full Hit Points. Further, they sustain Rotting Damage equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount and avoid the spell's other effects.

Other Details: Until the end of the current scene, the target gains the Temporary Trait of "Covered in Painful Blisters".

Dire Castigating Fire

Pagan Discipline Requirements: Judgment: 6

Description: This spell summons a brilliant orange bonfire.

Duration: Proximate. The flames last while the caster is present, although the caster may cancel it at any time.

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Assault Action Setback Cost: 5

Affected Area: 5 foot radius. The flames extend upward a distance of 10 feet.

Conflict Rolls: When the spell first appears and at the end of the caster's Turn every Round thereafter, allow all creatures within the Affected Area an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Scorching Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: Any creature taking damage from the fire gains the temporary trait of "Smoldering" for the remainder of the scene.

Dire Flame Tongue

Pagan Discipline Requirements: Judgment: 5

Description: This spell gives the targeted weapon a fire Woe effect, causing its business end(s) to burst into flame. The flames do not envelop the weapon's hilt or haft, which allows the weapon to be wielded normally.

Action Time: 1 Action Range: Touch

Setback Cost: There is no initial Setback Cost to the caster. However, the weapon's holder sustains 2 Setback upon the initial casting, and at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple times during that Round.

Casting Req.: Verbal, Gestural, Material. The Quality Level of the weapon on which the spell is cast limits the spell rank. The weapon is unharmed by the crackling fire. The caster may invoke the spell while they actively participate in combat. No penalties for spell-casting in combat are applied in this case.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by a sentient creature, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. (Although, the weapon may be passed from one sentient creature to another without the spell terminating.) The spell also terminates if the weapon's possessor is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the possessor must treat the weapon as a magic item when

considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: The Margin of a weapon's Attack Roll is normally delivered to any creature it strikes as Internal Damage. However, this spell transforms that Margin into Scorching Damage. In addition, the magic of the spell adds an additional amount of Scorching Damage equal to 1 per 2 spell ranks. For example, suppose a weapon normally delivers 8 Blunt Damage plus Internal Damage equal to the Margin, and a spell of this type rank transforms it into a 12th spell rank flaming weapon. For the spell duration, the weapon would deliver 8 Blunt Damage plus Scorching Damage equal to 6 plus the Margin.

Further, the flames produced by the weapon act as a torch. It illuminates to a distance of 20 feet with Bright Light, and another 20 feet with Dim Light.

Needless to say, the spell does no harm to the weapon or its wielder. This spell is considered to be a Woe effect. It will fail if the weapon already has a Woe effect on it.

Dire Locust Plague

Pagan Discipline Requirements: Judgment: 11

Description: This spell summons a massive swarm of locusts to eat all plant-life in the Affected Area.

Duration: Proximate. The flames last while the caster is present, although the caster may cancel it at any time.

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Assault Action Setback Cost: 8

Affected Area: The spell summons a huge mass of locusts that covers a 20 foot radius area.

Conflict Rolls: When the spell first appears and at the end of the caster's Turn every Round thereafter, allow all creatures within the Affected Area an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Blighting Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Dire Scorching Metal

Pagan Discipline Requirements: Judgment: 6

Description: This spell causes a single metallic item to heat to a blistering temperature.

Action Time: 1 Assault Action Range: 80 feet

Casting Req.: Verbal Setback Cost: 5

Affected Area: This spell affects any single metal object.

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Finally, the caster may cancel the spell at any time.

Conflict Rolls: Allow the targeted item an Avoidance Roll against the affects of fire to completely avoid the spell's effects (give adjustments based on the Quality Level of the item). The Threshold it must overcome equals 10 plus the spell rank. If the heated item is held, the item's possessor must make an Avoidance Roll with Heart Adjustments every Round against a similar Threshold or drop it.

Other Details: This spell delivers Scorching damage equal to 1 per 2 spell ranks every Round to any creature touching the affected item.

Multiple castings will increase the spell duration but will not otherwise alter the spell's effects.

The spell places a Scorching Woe effect on the item. As only one Woe effect can work at a time, this spell will automatically fail if the item already has a Woe effect on it.

Earthquake

Pagan Discipline Requirements: Judgment: 16

Description: Earthquake causes violent tremors in the earth's crust. The violent quakes will cause most buildings in the Affected Area to collapse.

Affected Area: 20 foot radius Setback Cost: 8

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Assault Action

Duration: Scheduled. 1 Round

Conflict Rolls: All structures within the area must make an Avoidance Roll with Quality Level adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing collapse. (A well-built castle or palace could have a Quality Level ranging from 8 to 12. Lesser building will generally have correspondingly lower Quality Levels.)

Any creatures caught in the quake must make an Avoidance Roll with Agility and Toughness Adjustments. Those failing fall to the ground Prone. Those succeeding remain on their feet. Further, those creatures caught in areas under ceilings or overhangs are struck by falling debris. Those failing the aforementioned Conflict Roll sustain Blunt Damage equal to 2 per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

Enlil's Deluge

Cultural Restrictions: The caster must be a priest of the

Mesopotamian mythos.

Pagan Discipline Requirements: Judgment: 11

Description: Enlil's Deluge summons a hurricane-like storm that inundates the affected area in rain. The downpour continues unceasingly for the entire duration of the spell. A total of 1 inch of rain per spell rank will fall throughout the area every day.

Action Time: 20 minutes Setback Cost: 14

Conflict Rolls: None Range: 0

Casting Req.: Verbal, Gestural

Affected Area: 20 mile radius

Duration: Proximate. The spell lasts while the caster is present, although they may cancel it at any time.

Other Details: On the first day of rain, the area will become soaked in water, and is considered to be a Waterlogged Area (as described in the Area Conditions section of The Rules Reference). All sewers and drainage ditches will fill to capacity. However, the area will suffer no other ill effects. As the rains continue, the severity of the flooding increases.

On the second day, all cellars, dungeons, and sewers will flood to a depth of 3 feet. No amount of sand-bagging and damning can prevent this flood as the water magically finds the smallest cracks and expands them into countless leaks. On every day following the second, the water will rise by 3 feet in any subterranean structure until reaching ground level. At this point, the spill-over will drain into any downstream cellars and dungeons that have not yet been fully submerged in water. The flooding in these areas will increase accordingly.

On the third day and every day thereafter, the waterlogged soil begins to shift. All structures which are not built directly on solid bedrock will begin to crumble.

On the fourth day, all creeks and streams will overflow their banks. All subterranean levels in these areas will automatically flood to ground level. Of course, dungeons that are carved out of elevated areas (hills, cliffs, mountains, etc) will not suffer from this additional flooding.

On the fifth day and every day thereafter, the above-ground water level will continue to rise by 3 feet per day, starting with lakes and rivers, and expanding out from there. The stream banks will quickly erode, destroying any buildings situated in the area.

Fell Acid Rain

Pagan Discipline Requirements: Judgment: 9

Description: Other than the differences listed herein, this spell is identical to Dire Acid Rain.

Other Details: The spell delivers Acidic Damage equal to 1 per spell rank plus the Conflict Roll's Margin, if any.

spell erupts must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Those failing sustain Electrical Damage equal to 1 point per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the roll to avoid the spell effects.

Pyerun's Crackling Quiver

Cultural Restrictions: The caster must be a priest of the Slavic Mythos.

Pagan Discipline Requirements: Judgment: 2

Description: Pyerun's Crackling Quiver summons 12 brilliant, writhing, crackling, electrical arrows into the caster's quiver. Despite the arrows' dangerous appearance, the caster can personally handle them without harm.

Action Time: 1 Action Setback Cost: 4

Affected Area: The spell fills a quiver with a number of sparking and crackling arrows equal to the spell rank.

Duration: Contained. Each arrow vanishes in a clap of thunder the moment it touches anything other than the caster and their equipment. The spell lasts as long as the quiver remains in Proximity to the caster and there are arrows remaining. Although, the caster may cancel the spell at any time. The quiver must be treated as a magic item when considering its possessor's Magic Limit.

Range: 0. The spell summons the arrows directly into the caster's quiver. The caster may shoot these arrows using any bow or crossbow.

Casting Req.: Verbal, Gestural, Material. The caster must possess a quiver. Its Quality Level limits the spell rank.

Conflict Rolls: Each arrow is only effective when shot from a bow. It retains the Firing Time and Range associated with the weapon from which it is fired. No Conflict Roll is allowed against the bolt's effects, but the caster must make a normal Attack Roll using their normal Attack Bonus for the weapon used. Each arrow delivers Electrical Damage equal to the weapon's normal Damage plus the Attack Roll's Margin.

Other Details: The electrical damage cannot be absorbed by armor. The arrows are considered to have an electrical Woe effect. So, any attempt to add another Woe effect to them will automatically fail.

Rain of Fire

Pagan Discipline Requirements: Judgment: 13

Description: Rain of Fire conjures a downpour of slippery molten brimstone that blazes into flame when it strikes the ground.

Duration: Proximate. The flames last while the caster is present, although the caster may cancel it at any time.

Casting Req.: Verbal, Gestural Range: 40 feet

Action Time: 1 Assault Action Setback Cost: 6

Affected Area: The molten sulfur covers a circular area having a 10 foot radius. The flames reach to a height of only a few feet, but the intense heat will affect any creature within 20 feet of the ground.

Conflict Rolls: When the spell first appears and at the end of the caster's Turn every Round thereafter, allow all creatures within the Affected Area an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Scorching Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: The slippery molten sulfur imposes the Slick Terrain Condition to the entire Affected Area. (See its description under Area Conditions in The Rules Reference for details.)

Scald

Pagan Discipline Requirements: Judgment: 1

Description: When this spell is cast, a cone of heat bursts forth from the caster's extended hand. Any creature caught in this area takes Scorching Damage.

Duration: Instantaneous Range: 0'

Action Time: 1 Assault Action Setback Cost: 4

Affected Area: The spell produces a cone of heat extending 10 feet and having a 5-foot base diameter.

Casting Req.: Verbal, Gestural. To cast this spell, the caster must extend their hand toward their target.

Conflict Rolls: All creatures in the Affected Area must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Those failing sustain Scorching Damage equal to 2 points per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

Svarogich's Fiery Serpent

Cultural Restrictions: The caster must be a priest of the Slavic mythos.

Pagan Discipline Requirements: Judgment: 12

Description: Svarogich's Fiery Serpent conjures a winged dragon-like fire element to serve the caster.

Casting Req.: Gestural Setback Cost: 6

Action Time: 1 Minute Conflict Rolls: None

Affected Area: The spell summons a single serpent that attacks the caster's opponents.

Duration: Brittle. The dragon remains summoned until it sustains a single point of Damage or Setback. Fortunately, the caster may spend Guts points on all Conflict Rolls involving the beast to help prevent that from happening, if applicable. The caster may cancel the spell at any time. At the end of the spell duration, the dragon pops out of existence.

Range: The Fiery Serpent may be summoned anywhere within 40 feet of the caster, and must thereafter remain within Proximity of them at all times.

Other Details: The Fiery Serpent is under the caster's absolute control. To determine its stats, look up the Fiery Serpent description under Plasma Elemental in The Tome of Terrors and use the example having the highest Level that is less than or equal to the spell rank.

Taranis's Thundering Wheels

Cultural Restrictions: The caster must be a priest of the Celtic mythos.

Pagan Discipline Requirements: Judgment: 11

Description: Taranis's Thundering Wheels surrounds the caster's hands in a crackling haze of electricity. On every Round of the spell's duration, the caster may throw a rumbling 'wheel' of electrical energy (using an Assault Action).

Affected Area: See below Setback Cost: 4

Casting Req.: Verbal, Gestural Action Time: 1 Action

Range: The spell energizes the caster, allowing them to hurl electrical wrath to a distance of 40 feet

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Finally, the caster may cancel the spell at any time.

Conflict Rolls: Any creature targeted by the spell must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Those failing sustain Electrical Damage equal to 1 point per spell rank

plus the roll's Margin. Success indicates they sustain half this amount.

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the roll to avoid the spell effects.

As if that weren't enough, each wheel also delivers additional Sonic Damage to all creature within 10 feet of the primary target. Allow any such creature an Avoidance Roll with Agility and Toughness Adjustments against the same Threshold as above. Failure indicates they are deafened until the end of the current Scene, which imposes a Drawback on all Conflict Rolls involving Perception. Further, they sustain Sonic Damage equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount, and avoid the spell's other effects.

Other Details: While the spell is in effect, the caster cannot participate in combat, use range weapons, or cast other spells.

Thorgerd's Grim Icicle Spray

Cultural Restrictions: The caster must be a priest of the Norse mythos.

Occult Lore Requirements: Judgment: 7

Description: This spell conjures a cone of icicles to shoot from the caster's fingertips toward their foes.

Duration: Instantaneous

Action Time: 1 Assault Action Setback Cost: 5

Casting Req.: Verbal, Gestural Range: 0'

Affected Area: The spell produces a cone extending 20 feet and having a 10-foot base diameter.

Conflict Rolls: Allow all creatures in the Affected Area Avoidance Rolls with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates they sustain Puncturing Damage equal to 2 points per spell rank plus the roll's Margin. Success indicates they sustain only half this amount.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow. If the Conflict Roll is successful, take any Ward into account after halving the damage.

Thunderbolt

Pagan Discipline Requirements: Judgment: 10

Description: Thunderbolt summons a lightning bolt from the heavens.

Setback Cost: 8 Range: 40 feet

Action Time: 1 Assault Action

Affected Area: The spell produces a brilliant flash of lightning and the deafening crash of thunder. The electrical bolt targets a single creature. The deafening roar of thunder affects all creatures within 20 feet of the crackling bolt, including the unfortunate recipient of the lightning's wrath.

Duration: Instantaneous. The lightning bolt flashes for only an instant. The thunderous clap will be heard for several seconds as it echoes throughout the countryside.

Casting Req.: Verbal, Gestural. Unfortunately, this potent spell may only be invoked outdoors during inclement weather. So, the weather must be stormy, rainy, or, at the very least, drizzling. (The Overlord may wish to refer to the Weather Conditions section of The Overlord's Omnibus to randomly determine the current conditions.)

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Those failing sustain Electrical Damage equal to 2 points per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

All nearby creatures, including the primary target, sustain Sonic Damage equal to 1 per 2 spell ranks. Allow all such creatures an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Success indicates the creature sustains half this damage. Failure indicates the creature sustains the roll's Margin as additional Sonic Damage, and is deafened until the end of the current Scene, which imposes a Drawback on all Conflict Rolls involving Perception.

Non-magical, non-alchemical metal objects act as lightning rods. If the primary target possesses such an item, such as a metal helmet or sword, they suffer from a Drawback on the roll to avoid the lightning effects.

Tiamat's Kindred

Cultural Restrictions: The caster must be a priest of the Mesopotamian Mythos.

Pagan Discipline Requirements: Judgment: 8

Description: This spell conjures a Guivre under the caster's control.

Setback Cost: 2 per Round

Affected Area: One creature.

Casting Req.: Verbal, Gestural

Action Time: Casting the spell requires 1 Action. The summoned creature will appear on caster's Turn on the Round after the spell is cast.

Range: The creature may be conjured to any unoccupied space within 40 feet of the caster that they can see.

Duration: Fixated+Brittle. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost. Further, the conjured creature is a Mook. That is, it has 1 Hit Point and 1 Fate Point. So, the first successful action targeting it defeats it. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: The summoned creature is under the caster's complete control. As such, the caster may spend Guts points on Conflict Rolls involving it, if applicable.

See Conjuring Creatures under The Foundation of Magic in The Rules Reference for details on how conjuring works.

The Guivre description can be found in Celtic Creatures and Nordic Nightmares. To determine its stats, use the example having the highest Level that is less than or equal to the spell rank.

Zeus's Heavenly Bolts

Cultural Restrictions: The caster must be a priest of the Greco-Roman Mythos.

Pagan Discipline Requirements: Judgment: 11

Description: Zeus's Heavenly Bolts summons a number of brilliant, twisting, crackling, electrical spears to the caster's hands. The number of spears summoned equals half the spell rank. Despite the quantity of bolts, the caster can easily hold them in a single hand.

Affected Area: See below. Setback Cost: 4

Casting Req.: Verbal, Gestural. Action Time: 1 Action

Duration: Limited. The bolts remain until used, as long as the caster participates in a conflict. The duration ends as soon as a few minutes pass since the caster last engaged in a Conflict Roll, although the caster may cancel the spell at any time. Any bolts remaining at the end of the spell duration will fizzle out. Each bolt vanishes in a clap of thunder the moment it touches anything other than the caster.

Range: 0. The spell summons a number of bolts directly to the caster's hands. When thrown, they have the range of whatever spear type the caster chooses to summon.

Conflict Rolls: Each bolt is only effective when thrown and have the Tempos and Range of whatever spears type the caster chooses. The caster can throw only one spear at a time (using an Assault Action). The caster must make a normal Attack Roll using their normal Attack Bonus for the selected spear type. Each bolt delivers an amount of Electrical Damage equal to the basic damage of the spear type, plus the Attack Roll's Margin, plus an additional amount of Damage equal to the spell rank. (In this case the Margin Damage is due to Lightning rather than Internal Damage.)

Non-magical, non-alchemical metal objects act as lightning rods. If the primary target possesses such an item, such as a metal helmet or sword, they suffer from a Drawback on the Attack Roll.

Other Details: The electrical damage cannot be absorbed by metal armor, unless it is magical or made from alchemical metal. Non-metallic armor gets its normal Ward against the bolts.

The bolts are considered to have an electrical Woe effect. So, any attempt to add another Woe effect to them will automatically fail.

Mysticism

How Mystic Magic Works

A practitioner of Mysticism exerts the powers inherent in their own soul. These powers lay dormant until awakened through deep soul-searching, sacrifice, and training. As such, Mystics strive to perfect one or more Mystical Disciplines, which act as prerequisites to their Mystical Powers.

Gaining New Mystical Disciplines

There are only five Mystical Disciplines. These are Asceticism, Conviction, Revelation, Sanctity, and Temperance. These are usually only gained by obtaining a class that grants them. However, some titles in a few of the Mystery Cults also provide limited training in Mystical Disciplines.

To gain Mystical Disciplines at all, though, a character must first obtain the gift of Mystical Beckoning.

Further, to gain access to Mysticism, a character must have a soul. This means that Mysticism is normally limited to mortal characters, since only mortals are born with souls. However, a character lacking a soul may form a Soul Bond with a creature having a soul. There are a few ways to accomplish this. The first is that of marriage: an Ageless character who marries a mortal gains a soul-mate, mixes their own spirit with the mortal's soul, and thereby gains the required mortality to become a Mystic. The second is used by angelic spirits. If an angel spiritually adopts a mortal to become their Guardian Angel, making a lifelong commitment to look out after them, they form a Soul Bond. Third, devils form Soul Bonds with mortals by entering into Faustian Bargains with them (see [The Oculus of Occultism](#) for details).

Once gained, ranks are earned in Mystical Disciplines by spending XP.

Gaining New Mystical Powers

Mystics gain new Mystical Powers automatically. A Mystic can use any Mystical Power for which they qualify. So, if a Mystic gains enough ranks in Revelation to qualify for the Precognition power, then they may use it right away.

Gaining Ranks in Mystical Powers

The ranks of Mystical Powers are determined indirectly through a character's Mystical Disciplines. So, a Spiritualist Neophyte won't spend XP in their Precognition power. Rather, they will spend XP in the Mystical Discipline of Revelation, which is used as their rank for Precognition.

Note that gaining a rank in any Mystical Power only requires the character to expend the appropriate XP to the discipline. It does not require any further training from a more experienced tutor.

The Cost of Using Mystical Powers

The energy required to use a Mystical Power comes from the caster's own soul, which is felt in the form of Setback. Setback is taken from the Mystic's Fate Points. The amount of Setback felt by a Mystic is calculated on their Turn each Round. Add up the Setback Costs of all the Mystical powers invoked²⁴⁴ during their Turn, plus any that may have been triggered since their previous Turn. Subtract the Mystic's Intelligence from this sum, to a minimum of 0, and then use that value as the Setback Cost felt during that Round. So, a Mystic with a very high Intelligence may suffer no ill effects at all when using one or more Mystical Powers.

A Mystic cannot use their Mystic Powers to casts themselves down to 0 Fate Points. Any attempt to do so automatically fails.

Note that Mystical Powers almost never have any verbal requirements, since communication to other spirits is rarely needed.

Using Mystical Powers in Combat

Mysticism requires clarity of thought and a focused mind. As such, the effects of a Mystical Power suffer from a Drawback on a power's effect for every blow taken by the Mystic while invoking the power. Other than this restriction, Mysticism is almost ideally suited to combat in that its practitioner suffers no other penalties while casting spells during battle.

²⁴⁴ As a point of clarification: Many Mystic Powers have recurring Setback Costs, most of which recur ever Round. For example, [Blind Sight](#) requires the Mystic to expend 2 Setback per Round. However, some such powers have Setback Costs that recur over longer time periods, such as the 2 per hour cost of [Radiant Healing](#). In these cases, the Setback Costs are paid on the first Turn of each recurring time period. So, the first expenditure of a 2 Setback per hour power is paid on the turn it is invoked.

Mystical Magic Items

To allow game play to progress smoothly, many magic items made by Mystics have their command words or phrases engraved, etched, painted, or otherwise placed onto their surface using a writing style common to the religion, although this is not required. These are usually brief prayers hinting at the item’s power(s). Anyone capable of reading the language is able to decipher these messages. (To add verisimilitude to the game world, a cipher of the writing style of each culture is provided in their corresponding cultural section²⁴⁵.)

ΨΕ ΕΡΝΨ ΙΣ ΛΙΡΕ Ρ ΛΙΩΝ

شَاهِغَازَاد

נעטה!נג כאַנ סטאַנד
בערערע וו!לל

ΔΙΔ ΗΟΥ ΒΡΙΝΓ ΧΟΗΛ
ΔΙΔ ΗΟΥ ΨΙΝΔ ΧΟΗΛ

The consecration of many mystical magical relics requires incorporating a vestige of a powerful long-dead believer. These can be a twig taken from the garden of a beloved hermit, a swatch of cloth taken from a martyred saint’s robe, or even the finger bone of a long-dead mystagogue. Again, to promote smooth game play, mystic religions in the game world often gift their followers with ever-more impressive (non-magical) vestments, weapons, and other attire as symbols of their religious stature. The religion expects the followers to exchange their former lower-ranking insignia when this happens. These returns are kept in secure vaults for use by future generations in the consecration of their own relics. As such, mystical religions usually have a ready supply of religious vestiges, and will provide them to followers when it furthers the religion’s purposes.

245 . If you have a .pdf copy of the book, you should be able to copy/paste the symbols from the tables to easily create messages.

Mystic Cults and Cultures

The Catholic Cultures

Christianity is an ancient religious movement that arose in the Holy Lands. It follows the teachings of Jesus of Nazareth, whom the Christians believe to be the Son of God. The Catholic Church believes itself to be charged by God to bring Christianity to all mankind, in order to give men eternal life. The only way for mortal man to attain eternal life is through salvation. Salvation can only be obtained by accepting Christ's sacrifice that unburdens a true believer from their sins. The only way to Christ is through God's church, confessing one's sins to its priests, and obtaining forgiveness.

Arch-Enemies: All Competing Religions

"There is only one, true God."

"Jesus Christ is God's Son."

"Evil must be destroyed."

"God is the Creator."

"The Gnostic movement is heresy."

"To err is human, to forgive divine."

"The Pope is infallible in Papal decrees."

"The Catholic Church is God's only true church."

"He who lives by the sword, dies by the sword."

"It is better to convert an enemy than slay him."

"The worship of idols is an abomination to God."

"Catholicism should be spread throughout the world."

"Accepting Christ's sacrifice brings forgiveness and eternal life."

Catholic Religious Titles

Social Status	Title
Royalty	Pope Cardinal
Nobleman	Archbishop Bishop

Catholic Secular Titles

Social Status	Title
Royalty	King / Queen Prince / Princess Duke / Duchess
Nobleman	Earl / Count / Countess Baron / Baroness Sir (Knight) / Sheriff

Historical Background of the Crusades

To understand the various Catholic Factions, it is helpful to know a little bit about the Crusades, the attempt by the Catholic Church to retake the Holy Lands from the Muslims. The following is a brief historical overview of the campaigns.

The First Crusade began in 1096 and was a resounding success for the Christians. Jerusalem was taken and the Crusaders obtained a spear that was believed to be the one used to pierce the side of Christ. In order to protect Christians traveling in the newly conquered holy lands, the order of the Knights Templar was formed.

The Second Crusade in 1147 ended in a blistering defeat after the military leaders foolishly decided to attack Damascus, which was already a friendly city to Catholicism. The Christian army essentially fell apart within 5 days due to internal dissension.

The Third Crusade was launched in 1189. It ended largely in defeat, although the Christians could claim some marginal victories over their primary enemy Saladin. The Crusade ended in a truce with Saladin.

The Fourth Crusade began in 1204. Although the Christian armies were financially supported and sent to attack the holy lands, they never even made it there. The Crusaders instead decided to attack and pillage Constantinople in an entirely non-chivalrous episode of rape and murder.

The "Crusade" against the Cathars was instigated in 1209 resulting in a massacre of the Gnostic Cathars.

The Fifth Crusade headed out in 1217 and ended quickly in a complete disaster for the Christians. The invading armies were outwitted by their Islamic counterparts who flooded the Nile Valley and drowned the majority of the Christian force.

The Sixth Crusade started in 1228. Disaster once again strikes after an initial treaty is negotiated placing the Crusaders in an indefensible position. In a single battle, the Christian forces lost all of the gains that had been made in the previous 50 years.

The Seventh Crusade began in 1249. The brilliant Islamic General Baybars defeated the Templars and gave them the choice of converting to Islam or execution. Not a single Templar converted, but their bravery in death did little to temper their military losses.

The Eighth Crusade was launched in 1270 and resulted in final defeat for the Christians in the holy lands. Everything gained in the first crusade was lost. The crusades were over.

We must recognize that, according to Catholic teaching and Arthurian legend, a knight with God on their side was guaranteed victory. The fact that every Crusade after the creation of the Templars ended in defeat eventually brought suspicion upon the order about its worthiness to be called a "Holy" order. The concerns were not great at first, but they

were enough for King Philip of France, who was greedily eyeing the overflowing treasuries of the Knights Templar, to accuse the order of heresy.

Catholic Setting

Catholic Avatar Races & Lineages

Human

Iconic Catholic Armor Pieces

Chain-Mail, Hauberk, Kettle Hat, Plate-Mail, Shield

Iconic Catholic Weapons

Crossbows, Halberd, Lance (Long Spear), Long Bow, Longsword (esp. Bastard Sword and Cruciform Sword)

Iconic Catholic Classes of the Middle Ages

Abbot / Abbess, Friar / Monk / Nun, Gallant, Halberdier, Knight, Knight-Errant, Mystic Knight, Paladin, Saint, Sherwood Outlaw, Squire, Witch Hunter

Iconic Catholic Classes of the Renaissance

Abbot / Abbess, Duelist, Fencer, Friar / Monk / Nun, Gallant, Knight, Knight-Errant, Mystic Knight, Paladin, Saint, Squire

Other Initiate Classes

Apothecary, Bandit, Barbarian, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Enforcer, Foot Soldier, Freebooter, Grave Robber, Hood, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Mountaineer, Peasant, Prospector, Psychic, Sailor, Scholar, Scoundrel, Second Story Man, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Trapper, Witch Neophyte, Wizard's Apprentice, Woodsman

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Alpine Explorer, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Con Artist, Crafter, Creationist, Cult Leader, Dark Spiritualist, Demonologist, Docent, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forester, Forger, Geomancer, Gray Spiritualist, Hermit, Highway Robber, Horseman, Hunter, Huscarl, Hydromancer, Illusionist, Knave, Knife Thrower, Lapidary, Man-at-Arms, Maestro, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Horseman, Master Huscarl, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Mystagogue, Naval Officer, Necromancer, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Ranger, Reaper, Ruffian, Sharpie, Shining Spiritualist, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swashbuckler, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Trap

Specialist, Warlock, Warlord, Warrior, White Mage, Witch, Wizard

Catholic Cultural Perks

Members of this culture automatically gain the following abilities.

Gifts

Speaking Latin or Speaking Romance (choose one)

Martial Weapons

Reviewed (+1) in: A single Iconic Catholic Weapon of the character's choice.

Gothic Script

Catholic texts were most often written in the Latin language, and used the Latin alphabet (the alphabet you're reading right now). However, a special writing style, known as Gothic, was developed in the 4th century specifically for translations of the Bible. The Gothic Script Table provides the symbols used in this writing style so that English ciphers using it can be incorporated into game play.

Gothic Script Table

A	B	C	D	E	F	G	H	I
ⱦ	Ⱨ	ⱨ	Ⱪ	ⱪ	Ⱬ	ⱬ	Ɑ	Ɱ
J	K	L	M	N	O	P	Q	R
Ɐ	Ɒ	ⱱ	Ⱳ	ⱳ	ⱴ	Ⱶ	ⱶ	ⱷ
S	T	Th	U	V	W	X	Y	Z
ⱸ	ⱹ	ⱺ	ⱻ	ⱼ	ⱽ	Ȿ	Ɀ	Ⳁ
1	2	3	4	5	6	7	8	9
Ⱡ	ⱡ	Ɫ	Ᵽ	Ɽ	ⱥ	ⱦ	Ⱨ	ⱨ
10	20	30	40	50	60	70	80	90
Ⱪ	Ⱬ	Ɑ	Ɐ	ⱳ	Ⱶ	ⱷ	ⱹ	ⱻ
100	200	300	400	500	600	700	800	900
Ɀ	Ⳁ	ⳁ	Ⳃ	ⳃ	Ⳅ	ⳅ	Ⳇ	ⳇ
Numeric Identifier								
•								

Note that the same symbols are used for both letters and numbers. When a number is intended, the symbols are surrounded by dots (•). So, the number 462 would be written as •ⱣⱤⱦ•.

ⱠⱪⱤⱨⱦ ⱠⱠⱠ ⱠⱠⱠ
ⳀⳀⳀ ⱠⱠⱠ ⱠⱪⱤⱨⱦ ⱠⱠⱠ

The Catholic Factions

The Crusader Faction

Arch-Enemies: Islamic Culture

Description: The Crusaders are holy knights of the Catholic Church called to duty in order to wrest the Holy Lands from Muslim control. Their first campaign was quite successful, and they did overtake important cities and holy sites. However, all that was gained has now been lost and many subsequent crusades have ended in disaster. Being Catholic, the Crusaders hold all the beliefs of the Catholic Church. They also have the following belief:

"The Holy Lands belong to Christianity."

The Inquisitor Faction

Arch-Enemies: The Cathars, The Kabbalists, The Mysterium of Hecate, The Orphic Order, The Templars

Description: There have been several Inquisitions throughout history. These are bodies established to investigate and purge heresy against the Catholic Church. During one, the Spanish Inquisition, the Inquisition looked into accusations that the Church's own military, the Templars, were devil worshipers. They used intimidation and torture to extract confessions and names of fellow "witches" from those they investigated. The inquisitors sense of morality allowed them to show mercy to those that confessed and repented of their evil ways. Most of those that did so were released. The torture techniques were escalated on those that resisted, up to the point of burning at the stake. Needless to say, most people eventually confessed to the accusations and gave up names of people whom they did not like or know particularly well. In this way, the belief in the "conspiracy" of satanism quickly grew, and the influence of the Inquisitors along with it. As a branch of the Catholic Church, the Inquisitors share all of their core beliefs. In addition, they believe the following:

"Confession is good for the soul."

"The soul is infinitely more valuable than the body."

"Faeries are demons."

"Pagan Gods are demons."

"Pagans are witches."

"Mages are witches."

"Gypsies are witches."

"Templars are witches."

"Thou shalt not suffer a witch to live."

The Templar Faction

Arch-Enemies: The Hashashim

Description: The Knights Templar²⁴⁶, or the Poor Knights of the Temple of Solomon, was a religious order of Christian warriors. It was established around 1120 A.D. to satisfy the need for military protection of Christian pilgrims traveling within the holy lands wrested from Islamic control during the highly successful First Crusade. Interestingly enough, the rise of the Templars coincides with the first written accounts of King Arthur and the Holy Grail. With perfect timing, the Arthurian myths brought into sharp focus a common vision of the holy crusader. The culture-starved Europeans were enthralled by the new tales like house cats set loose in an aquarium store, and applied its ethical codes of Chivalry to the crusades. Consequently, the legendary Knights of the Round Table had a profound influence on the very real Knights Templar.

Like their Catholic brethren, the Christian Monks, the Knights Templar devoted themselves to chastity and poverty, although they obviously did not forswear the use of violence when necessary. They were brave to a fault, well armed, and honest. Consequently, whenever a merchant traveled through lands protected by the Knights Templar, they would commonly stop by the local fortress or castle and leave their purse for safekeeping. After all, what safer place could there be than a garrison of knights who had no need of money and who could be trusted to return your gold upon your return? Over the course of years, the reputation of their honesty grew to the point that a traveler felt no hesitation at dropping off their money at one castle, obtaining a receipt, traveling to another fortress in another country, and reclaiming their money there simply by presenting the original receipt. Of course, these services forced the Knights Templar to keep meticulous accounts of what money was owned by whom. In effect, the Templars established the world's first international banking system. Ironically, the "Poor Knights of the Temple of Solomon," sworn to abject poverty, became fabulously wealthy.

The order of the Knights Templar may be incorporated into a medieval world setting as a long established military order. They will have castles and keeps of various sizes and forms in virtually all provinces. The Templar Knights will essentially be "above the law," protected by religious authority. Many of the lesser knights will flaunt this status. Some secluded minor keeps may even harbor knights that openly rape and pillage the surrounding lands. However, the high-ranking knights will maintain a noble bearing and meticulously chivalrous behavior. Of course, few outside the order will know about the Gnostic aspects of the Knights Templar.

246 This description of the Templar movement derives from *The Templars and the Assassins: The Militia of Heaven* by James Wasserman. Of course, the proposition that the order of the Knights Templar contained a heretical secret society within its ranks has not been historically proven. Since many facts concerning this allegedly embedded society were long ago lost to history, we will never know the absolute truth of the matter. However, there is sufficient myth concerning the outlaw society to incorporate it as fact into a game based on myth.

You should give some thought as to whether the Templars are seen by the general populous as righteous holy warriors or as power-hungry despots suspected of harboring unholy secrets. The former will tend your campaign toward an Arthurian-style flavor. The latter will lean it more toward a dark and gritty Inquisition-style character.

King Philip

When Philip was crowned King of France in 1285, he inherited a kingdom saddled with debt. His father had attained a number of great military victories and expanded France's influence as a world power. But, those campaigns were expensive and the country's treasuries were empty. Philip tried a number of tactics to raise money, including the creation of new taxes and a disastrous attempt to manipulate France's money supply. He even tried to tax the Church, pitting France directly against the authority of the Pope. At one point, Philip was excommunicated by the Church, although his status as a proper Catholic was eventually reinstated through political means. Even so, the rivalry between France and Rome grew until Philip charged the Knights Templar with the same heresies for which the Cathars had been accused (See [The Gnostic Cults](#) section for details). It did little to bolster the order's image when it was discovered that an edict was sent throughout the order reminding the members to discuss none of the Templar secrets with outsiders.

The Downfall of the Knights Templar

Of course, the Pope could not merely ignore any accusations made by the reigning monarch of France that corruption existed within the Catholic hierarchy. The fact that the charges were levied against an order already suspected by the general populace to be hiding something untoward did not help. The Pope ordered the Inquisition to perform an investigation into the matter. Needless to say, the Inquisition used its standard tool of torture in its interrogations, which yielded a wide array of confessions to devil and idol worship, sexual perversion, witchcraft, and the existence of a secret society.

Many of the knights resisted the torture with tremendous courage. The evidence shows that, however unsuccessful the Templars were in the Crusades, and however inept their leaders were in fending off this unimaginable nightmare, the order held a number of individuals with extraordinary faith and mental fortitude. One report tells of a defiant Templar priest who came to his trial holding the bones of his feet that had fallen out after his soles were smeared with fat and scorched with fire. Even so, not all Templars could hold out against the torturer's deft skills, so there was plenty of evidence to convict the order as a whole.

Bestowing the traditional policy of Christian mercy, the Church freed those who confessed and begged forgiveness. Those who remained defiant were burned at the stake. King Philip had successfully pitted one branch of the Catholic Church against another. The Inquisition ended up consuming its own military arm.

The Ranks of the Knights Templar

Being a fighting force, the ranks of the Knights Templar were organized in a strict military hierarchy. Members progressed up in rank based upon both capability and political prowess. The various ranks, along with their corresponding prerequisites and responsibilities are listed hereafter. Note that these ranks are not classes, in the traditional sense. So, they do not count against a character's class limit. Rather, they are titles. Note that these ranks must be attained in the following order and each rank gives a person authority over those of lesser rank.

Associate Templar: Anyone providing basic support services to the Knights Templar is considered an Associate of the order. Smiths, armorers, cooks, tailors, laborers, tanners, engineers, and other tradesmen are included in the Associate ranks.

No prerequisites are required to become an Associate Templar, other than a general usefulness to the order. Associates are offered free training to become Reviewed in any hand-held or polearm weapon of their choice.

Sergeant Templar: The Sergeants of the order has authority over the day-to-day activities of the lesser Associates. They personally participate in duties as varied as cooking and warfare. They wear black tunics adorned with red crosses and mantles of brown or black to distinguish themselves as leaders.

To become a Sergeant Templar, an applicant must have attained 5th rank in wielding any hand-held or polearm weapon. Sergeant Templars are Reviewed in the skills of Grappling and Pummeling.

Knight Templar: The Knight Templar is the main fighting unit of the order. Only those of this rank and above are allowed to wear the trademark white tunic and red cross associated with the Knights Templar.

To attain this rank, the applicant must demonstrate great competence in combat. They must have earned at least 8th rank in one medium or large Close Combat weapon. Finally, they must swear oaths of modesty, charity, chastity, and poverty. They must shun material wealth, except for the express purpose of properly arming themselves for battle. Any excesses are to be either given away as alms to the needy or as tithes to the order. Upon acceptance, the new Knight Templar is Reviewed in the skills of Etiquette, Jousting, and Riding Equines - so they don't embarrass the order too much in tournaments.

Commander of the House: A Commander of the House is the leader of a castle or fortress. They are in charge of the day-to-day operations and are responsible for the castle's defense during wartime. In addition, the Commander of the House is expected to keep meticulous books concerning the finances of the house, including the status of any asset transactions between their house and the rest of the order. In doing so, they are expected to keep their treasury of a size sufficient to adequately handle the day-to-day banking business of merchant customers using the Knights Templar

as their money handlers.

The order is exceedingly particular about who they promote to this rank. It is at this level that the individual first begins to learn some of the order's secrets, including its tradition of developing psychic powers. The only way to gain this knowledge earlier is to be singled out for training as a Gallant.

To attain the rank of Commander of the House, an applicant goes through rigorous testing. They must have attained at least 5th rank in Etiquette and 8th rank in Jousting and Riding Equines. They must also demonstrate that they have developed at least some rudimentary Mystical Powers. Finally, they must swear upon pain of death and the loss of their very soul that they will never reveal the secrets of the Knights Templar to anyone outside the order.

Once they pass all tests, the new Commander of the House is assigned the responsibility of a specific military base (castle, keep, fortress, etc.). In addition, they become Reviewed in the Academic Lore of Philosophy and in the Mystic Discipline of Temperance (unless they have already gained these abilities by some other means). Finally, they are taught the beliefs of Christian Gnosticism, although they are not expected to adopt them themselves until they gain familiarity and confidence with their newly acquired psychic powers. If they have not already gained the class Mystic Knight, they are strongly encouraged to do so.

Regional Master: A Regional Master has the responsibility of overseeing a group of neighboring castles and fortresses, roughly corresponding in size to a duchy.

To attain the rank of Regional Master, an applicant must have gained the class Mystic Knight and must have performed some noteworthy deed in service to the order. In addition, they must attain at least 8th rank in Philosophy. Finally, the applicant must testify that they have fully adopted Gnosticism as their personal faith. They must further testify that they understand this vow to mean that they will perform deeds in the service of the Arthurian code and Chivalry independent of any papal orders. They must also proclaim that, despite the Gnostic belief that all souls are of an equal spiritual value, strict military discipline must be maintained purely for reasons of effectiveness and efficiency. A military order may be honorably disobeyed only if the individual believes it to be evil or un-chivalrous (which frequently includes papal orders).

Regional Masters are Reviewed in the Mystic Discipline of Revelation and in the skill of Bandyng Words. Further, they are trained in the gift of Raising Morale.

Regional Commander: A Regional Commander has military authority over a wide area, usually all of the Templar forces within a nation. They are expected to keep their forces ready for any military action that might arise on a moment's notice. Obviously, they must handle any manageable military actions in a timely, competent, and honorable fashion without aid or advice from their superiors.

To attain the rank of Regional Commander, the applicant

must have demonstrated competence in commanding military forces by attaining victory in some important battle in service to the order. In addition, they must have gained 12th rank in wielding any Close Combat weapon. Finally, they must earn 10th rank in the Academic Lore of Philosophy and in the Mystic Disciplines of Temperance and Revelation. Regional Commanders are Reviewed in the Mystic Discipline of Asceticism.

Draper: The Draper is fifth in rank in the order of the Knights Templar, an exceedingly powerful position that puts an individual within the central power structure of the order, known as the Round Table. Only one Draper holds office at any given time. Their "official" responsibilities concern making sure uniforms and linens are adequately supplied to all of the order's members, giving them sufficient excuse to travel to any Templar facility they desire. Their real purpose is to investigate and handle any major security issues, particularly those dealing with the secrecy of the "inner circle." They also have earned a vote at the Round Table discussions concerning the future direction of the order. In military matters, the Draper has the lowest rank of any individual at the table, but in policy matters, the Draper is the equal of all.

To attain the rank of Draper, an applicant must first become a Paladin and must also have performed heroic deeds in service to the order at great threat to personal life. Also, those of higher status must personally respect them and enjoy their company (since they will likely be spending a great deal of time together). Upon gaining the rank, the new Draper is Reviewed in the Mystic discipline of Conviction.

The gaining of all higher ranks is done through a pure attrition basis, whether through retirement or death.

Commander of the Kingdom of Jerusalem: The Commander of the Kingdom of Jerusalem is the treasurer of the Knights Templar. There is only one at any given time. They are fourth in rank after the Grand Master, Seneschal, and Marshal and are in charge of the order's wealth.

Marshal: The Marshal, of which there is only one at any given time, is third in rank after the Grand Master and Seneschal. They are the supreme commander of the order's military.

Seneschal: The Seneschal is second in command of the Knights Templar after the Grand Master. Only one Seneschal exists at a time. They are in charge of ensuring the quality of the order's training and keep the official battle standard: a rectangle composed of a black square above a white square.

Grand Master: The Grand Master has singular authority over the entire order. Their main duties involve handling political matters, both within and without the Catholic Church.

The Gnostic Cults

Author's Note: Gnosticism presents a radically different view of the life of Jesus Christ than modern-day Christians accept. This makes the religion interesting to explore from both role-playing and historical perspectives. Although Gnosticism and Christianity base themselves on the same historical figure of Jesus of Nazareth, their interpretations result in two very different savior figures. If you want to explore more of Gnosticism than what is presented here, a good starting point is "The Gnostic Gospels" by Elaine Pagels. Much of this interpretation of Gnosticism comes from this work.

Gnosticism arose in Egypt as a religion that incorporated the teachings of Jesus Christ. However, it had a radically different view of God and Christ than that of the Catholic church. They held that the world was not created by God. Rather, it was created by a lesser being known as the Demiurge. As such, the world and all that is within it is corrupt. Christ, they espouse, entered the physical realm in order to teach man how they can escape their worldly prison.

"Jesus is purely spiritual."

"Organized religions are evil."

"The Universe is corrupt and evil."

"Yahweh, the Demiurge, is not God."

"God, the Monad, is purely spiritual."

"The Demiurge, the Creator, is corrupt and evil."

"Having no physical body, Jesus was not crucified."

"Jesus ascended directly into heaven as a pure spirit."

"Following Christ's teachings brings escape from our worldly prison."

If you decide to incorporate a Gnostic society into your world, you can best emphasize the Gnostic "free-wheeling" flavor by keeping it in a general state of organized chaos. To many, Gnosticism may seem like more a club than a religion, since it will have no consistent meeting place and no recognized leader. Gatherings will be held in a peasant's stable one month and a nobleman's palace the next. These meetings should focus primarily on the spiritual growth of the members, unless pressing matters needing the congregation's immediate attention are brought up. Although visitors are welcome to attend most gatherings, there is no great emphasis placed on "spreading the word" to expand the size of the congregation. Anyone seeking to escape their physical bonds will be embraced, but those choosing a different path will not be frowned upon. The Gnostic group will not have any great reserve of resources, since the religion does not gather tithes in any form. However, finances can generally be raised for important causes by petitioning the wealthier members on a case-by-case basis.

Arch-Enemies: The Vatican

The Gnostic Beliefs

Gnosticism asserts the physical world to be fundamentally flawed. In contrast, the soul, or "divine spark," is otherworldly and perfect. Gnostics believe those who are prepared to accept the religion's teachings are able to free their spirits from the limitations of its worldly bonds. With this knowledge, or "gnosis," they will attain eternal life in the company of the Perfect One, the Unknowable God, the Monad, from which all spiritual and creative force flows. The Monad is served by the Aeons, pairs of spiritual beings that make up the Pleroma ("fullness") of God. Much of Gnosticism focuses on the lowest pair of Aeons, Sophia and Jesus.

The reason that Gnosticism is concerned mainly with this lowest pair of Aeons is that Sophia ("Wisdom") created the physical universe. She did so because she drifted far away from the presence of the Monad and became lost. To find herself and have a focus to her existence, Sophia decided to create the four elements of Air, Earth, Fire, and Water. Since "a woman cannot conceive alone," to create the world Sophia first had to bring forth the Creator God of Israel, the "Demiurge," also known as Yahweh. In so doing, the universe was born as a reflection of Sophia. But, she had lost the guidance of the Monad, so Sophia's creation was imperfect. Earth congealed out of Sophia's confusion, water was borne of her terror, air arose from her grief, and fire sprang from her ignorance.

The world was filled with pain and suffering. Those unfortunate souls born into it would be shielded from the perfection of the One and so would have great difficulty in freeing themselves from its unholy confines. Upon death, their spirits would quickly become trapped within another material form and be re-born into the flawed universe.

As its creators, Sophia and the Demiurge have supreme control over the universe, although the Demiurge is far more likely to take an interest in the daily affairs of men. When mankind refused to worship the Demiurge as God, he sent a flood to destroy them. It was Sophia that intervened and saved mankind by warning Noah of the impending doom and instructing him to build an ark.

Jesus entered the world to teach mankind how to escape the shackles of the physical universe. His message was simple, reject all things physical and embrace the spiritual. The various Gnostic cults interpreted this single clear message in various ways, of course. Some viewed it as an order to practice *abstinence* of all monetary and physical interactions with the world. Others viewed it as guidance to attain an *indifference* to finances and physicality. But, all Gnostic viewpoints saw the physical as evil and the spiritual as good.

Since Jesus is perfect and good and physical matter is inherently corrupt and evil, it logically follows Jesus had no actual physical form. The Romans merely crucified His spiritual projection into the physical universe. Jesus isn't

“mortal” as are men, so the Romans did not actually “kill” the Son of God when they nailed Him to a cross. Therefore, Jesus could not be “resurrected.” Rather, in His crucifixion, Jesus transcends death. He does not die, but ascends directly into heaven.

The Gnostics, like the Christians, view the spiritual God (the Monad) as a holy trinity. However, the Gnostics worship God as “Father, Mother, and Son.” In other words, the “Holy Spirit” is female. Diverging further from Christian beliefs, the Gnostics do not believe in the literal virgin birth of Jesus. They assert that Mary could not possibly have been conceived apart from Joseph. Instead, the “virgin birth” refers to the divine union of the spiritual “Father” and “Mother.”

The core tenet of Gnosticism is that everyone has a “divine spark” that, given the appropriate knowledge (gnosis), will ascend to the status of godhood. That is, those few who attain gnosis will themselves become God. Consequently, all individuals are of equal standing in the Gnostic faith. After all, who can have authority over God? The Gnostics therefore rejected the endowment of “priests” or “bishops” with any special importance. Men, women, and children are all equal within the faith. How gnosis is achieved, though, is a highly individual experience. Gnosis cannot be directly taught, but guidance from spiritually mature individuals can provide assistance to the faithful.

Since religious ceremonies often demand certain roles be filled, and since the Gnostic faith insists that all individuals are equal, lots are drawn to determine who reads scripture, who leads in prayer, who acts as prophet, etc. Consequently, the Gnostic “church” resists any papal hierarchy, or any organization of any kind. In this way, pure Gnosticism radically departs from the mystery cults, its spiritualist siblings.

Spiritual Growth in Gnostic Faith

An initiate may petition a more spiritually mature Gnostic to mentor them in the spiritual arts. To do so, the pupil’s *Willpower* and *Heart* attributes must both be at least a 1. Any Gnostic having attained 5th rank or more in a Mystical Discipline may be sought as an instructor in that discipline, but tradition allows the potential mentor to refuse training for any reason without earning disfavor from their fellow Gnostics. If they agree, the tutelage will render the pupil *Schooled* in the discipline after one month of training. However, an initiate seeking more than one such discipline outside of the rigors of a formal class, whether Low or High Order, is seen as spiritually lazy and therefore unworthy of attention. Those who have sufficiently proved their devotion to Gnosticism may petition for further training without this stigma, however. A good rule of thumb is that an additional discipline can be “picked up” informally when the Gnostic first attains 10th rank in any previously learned Mystical Discipline, provided they have actively furthered the Gnostic cause throughout their career. Another can be similarly sought after attaining 15th rank in a Mystical Discipline.

Gnostic Titles

The Gnostics recognize no social hierarchy. Kings and slaves alike are all treated as equals (essentially at the social status of Freeman). As such, there are no special hierarchy of titles within the religion itself.

Iconic Gnostic Weaponry

Since the Gnostics generally tried to keep a low profile in whatever culture they were located, individuals would adopt the weaponry of their host culture.

The Gnostic Factions

The Cathar Faction

Arch-Enemies: The Vatican

The original Gnostic movement of the first century A.D was mercilessly crushed by the early Catholic Church. However, the fundamental Gnostic beliefs apparently survived, because very similar ideas re-appeared centuries later in the form of the Cathars. The Cathars were a relatively disorganized group of Gnostic Christians who asserted the standard Gnostic beliefs that the physical world was created by Satan and was therefore evil. The temptations of the material world should be shunned and immortality could be obtained through spiritual enlightenment. Cathar preachers traveled throughout Europe touting their unique brand of Christianity. Since the Cathars had no organized church and no bureaucratic hierarchy to support, they asked for no tithes from their following. Such a total disregard for material wealth contrasted so strongly with the Catholic Church’s continual monetary demands that the Cathars made the traditional church seem secular by comparison. By 1209, the Cathar Gnostic movement had grown in popularity to such an extent that Pope Innocent III decided the Catholic Church once again had to do something about it. For this cause, Innocent gave birth to the Inquisition, the infamous witch-hunt of medieval Europe.

Pope Innocent III accused the Cathars of demon worship, the practice of Satanic rituals, and other heresies. Since the Knights Templar was the military arm of the Catholic Church, the duty of crushing these heretics fell upon them. They were dispatched to Albi, France, where the Cathars had their strongest support, and given orders to slay anyone suspected of being a Cathar. “Kill them all, God will know His own.” The Inquisition held Europe in a grip of fear for over a century. In the end, the rampage was apparently a complete success. The Cathars disappeared from history by 1325.

Very similar accusations of witchcraft and devilry were eventually made against the Knights Templar themselves six decades later. It makes one wonder whether some of the more honorable Templars ordered to slay the Cathars didn’t instead make them “disappear” by incorporating them into

their order, rather than soil their honor by slaughtering defenseless Christians. There is no doubt that many of the Templars would have already been familiar with Gnostic ideas through their exposure to the Hashashim in the holy lands. Some are likely to have already embraced them.

The Egyptian Gnostic Faction

Arch-Enemies: The Vatican

The Gnostics were an early first century group of Christians, primarily centered in Egypt. They held some radically different interpretations of the events surrounding the life of Jesus of Nazareth than those supported by the contemporary Catholic Church. Many of their beliefs were probably influenced by older eastern religions, particularly that of Buddhism.

Much of what we know today of ancient Gnosticism comes to us from a collection of ancient texts discovered at Nag Hammadi, Egypt in 1945. These remarkable and controversial texts provide alternative Gospels concerning the life of Jesus. These Gnostic Gospels include the Gospel of Thomas, the Gospel of Truth, the Gospel of Philip, the Gospel to the Egyptians, and the Apocryphon (“secret book”) of John. In addition, there were other texts: the Secret Book of James, the Apocalypse of Paul, the Letter of Peter to Philip, and the Apocalypse of Peter.

The existence of these alternate gospels was problematic to the early Christian Church, which was attempting to unify Christianity into a single cohesive religion. Although the Gnostic beliefs meshed with those of the rest of the Christian community in many respects, some of its core tenets were philosophically incompatible. The early Catholic church held that the orthodoxy of the resurrection established Catholicism as the one “true” church. Peter had been the first person visited by Christ after the resurrection, and had been given the “key of heaven” in that meeting. This claim was made despite the fact that the very New Testament gospels upon which the Catholic Church is founded clearly state that Mary Magdalene had the honor of Christ’s first visit. The meaning of the Catholic Church’s interpretation is clear. Peter, as the founder of the Catholic Church, was the one and only authority endowed by Jesus to establish God’s church on earth. Peter handed the “key” over to his successors so the divine authority would pass through the hands of countless Bishops and Popes through the centuries. The Gnostics, on the other hand, viewed every man as divine and therefore as having equal access to God. There was no need for Bishops and Popes and no need for any hierarchical religious bureaucracy.

Tensions between the two groups rose until the “orthodox” Christian leadership declared the Gnostics to be heretics. After Christian authority rose in power in the form of Catholicism, the Gnostics were systematically wiped out and the heretical gospels destroyed. This same process was repeated over a millennium later at the order of Pope Innocent III in the genocide of the Cathars enacted by the Knights Templar.

Coptic Script

The primary Gnostic texts were written using the Coptic alphabet, which was derived from the a combination of the Demotic and Greek alphabets and used extensively in Egypt. The Coptic Script Cipher Table²⁴⁷ provides the symbols used in this writing style so that English ciphers using it can be incorporated into game play.

Coptic Script Cipher Table

A	B	C	D	E	F	G	H	I
Ⲁ	Ⲃ	Ⲅ	Ⲇ	Ⲉ	Ⲋ	Ⲍ	Ⲏ	Ⲑ
J	K	L	M	N	O	P	Q	R
Ⲙ	Ⲛ	Ⲝ	Ⲟ	Ⲡ	Ⲣ	Ⲥ	ⲧ	ⲩ
S	T	Th	Ti	U	V	W	X	Y
Ⲫ	Ⲭ	Ⲯ	Ⲱ	Ⲳ	Ⲵ	Ⲷ	Ⲹ	Ⲻ
Z	a	b	c	d	e	f	g	h
Ⲽ	Ⲁ	Ⲃ	Ⲅ	Ⲇ	Ⲉ	Ⲋ	Ⲍ	Ⲏ
i	j	k	l	m	n	o	p	q
Ⲡ	Ⲙ	Ⲛ	Ⲝ	Ⲟ	Ⲡ	Ⲣ	Ⲥ	ⲧ
r	s	t	th	ti	u	v	w	x
Ⲕ	Ⲫ	Ⲭ	Ⲯ	Ⲱ	Ⲳ	Ⲵ	Ⲷ	Ⲹ
y	z			-	,	:	.	?
Ⲻ	Ⲽ		·	≅	,	:	.	ⲗ

ΜΕΝ ΟΥΤΕΝ ΑΠΠΛΑΥΔ ΑΝ ΙΜΙΤΑΤΙΟΝ
ΑΝΔ ΖΙΣΣ ΘΕ ΡΕΑΛ ΘΙΝΓ

²⁴⁷ All of the symbols used on the table are authentic Coptic character. However, some liberties were taken in assigning some of the symbols to English letters to fill gaps.

The Islamic Cultures

Islam is founded on the belief that Muhammad, a warrior prophet born in Mecca around 570 C.E., was the “seal,” or last, of a long line of prophets including Adam, Noah, Abraham, Moses, and Jesus. During his life, Muhammad’s militant but honorable character attracted many followers from the desert tribes of the Middle East. By his death in 632, Muhammad’s undeniable charisma had unified the disparate and fragmented Arabian tribes into a single nation.

This union was short lived, though. Upon his death, the question of succession immediately split the Islamic faith apart. Since Muhammad had no sons, many believed Abu Bakr, the prophet’s close friend, to be the logical successor. Others thought that Ali, Muhammad’s cousin and son-in-law, should step up as leader. The former faction became the Sunni sect of Islam while the later became the Shiite. To this day, Islam remains divided along this line. Each sect believes its line of succession to be proper and the other one false. This division has resulted in many intra-Islamic wars.

Arch-Enemies: All Competing Religions

All Muslims share the following beliefs:

"There is only one, true God."

"Allah is God, the Creator"

"The internal struggle is the Greater Jihad."

"It is a Muslim's duty to protect Islam through Jihad."

"Mohammed is Allah's prophet."

"Islam should be spread throughout the world."

Jihad refers to a holy war. There is both internal and external Jihad. External Jihad refers to battles fought against enemies of Islam. Internal Jihad refers to the spiritual battles all men must fight against their own sinful natures. Of the two, the inner Jihad is the greater struggle. To ensure that the lesser, external Jihad is not corrupted for evil purposes, there is a code that must be followed when conducting a holy war:

"Do not start a fight yourself."

"Do not wage Jihad to gain land."

"Jihad must be declared by a religious leader."

"Jihad must bring good - something Allah approves."

"All other means of resolution must be tried first."

"Do not kill innocents."

"Do not harm women, children, and the elderly."

"Do not rape women."

"Treat enemies with justice."

"Treat wounded enemies as you would wounded allies."

"Stop the war when the enemy petitions for peace."

"Do not damage property."

"Do not poison wells."

Islamic Secular Titles

Social Status	Title
Royalty	Caliph Sultan
Nobleman	Vizier Pasha

Islamic Setting

Islamic Avatar Races & Lineages

Human

Iconic Islamic Armor Pieces

Hauberk, Shield, Skull Cap

Iconic Islamic Weapons

Axes, Bows, Jambiya, Maces, Scimitar, Talwar, Throwing Spears

Iconic Islamic Classes

Barbary Corsair, Dervish Neophyte, Dervish, Emir, Hashashim Fidai, Master Dervish, Saracen Warrior, Sheik

Other Initiate Classes

Apothecary, Bandit, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Desert Nomad, Enforcer, Foot Soldier, Freebooter, Grave Robber, Hood, Knave, Knife Fighter, Magician's Apprentice, Mercenary, Merchant, Minstrel, Pearl Diver, Peasant, Prospector, Psychic, Sailor, Scholar, Scoundrel, Second Story Man, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Con Artist, Crafter, Creationist, Cult Leader, Dark Spiritualist, Demonologist, Docent, Emir, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forger, Geomancer, Gray Spiritualist, Healer, Hermit, Highway Robber, Horseman, Illusionist, Knave, Knife Thrower, Lapidary, Maestro, Magician, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Horseman, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Mystagogue, Naval Officer, Necromancer, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Sharpie, Shining Spiritualist, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Trap Specialist

Warlock, Warlord, Warrior, White Mage

Islamic Cultural Perks

Members of this culture automatically gain the following abilities.

Gifts

Speaking Arabic

Martial Weapons

Reviewed (+1) in: A single Iconic Islamic Weapon of the character's choice.

Trade Skills

Reviewed (+1) in: character's choice of one of the following: Riding Camels, Riding Equines

إِطِ إِسْ آسَى طَأْ بَأْ
بِغَآيَا فِغَامْ آ سَآفَا
دِإِسْطَانْخَا

Arabic Script

Islamic cultures use Arabic Script for writing. The Arabic Script Cipher Table²⁴⁸ provides a mapping to Latin characters so ciphers of English text can be provided in-game. Note that Arabic writing traditionally goes from right to left rather than the left to right practice of English.

Arabic Script Cipher Table

A	B	C	D	E	F	G	H
آ أ	ب ر ب ب	خ خ خ خ	د د	ا	ف ف ف ف	ق	ه ه ه ه
I	J	K	L	M	N	O	P
إ إ	ج ج ج ج	ك ك ك ك	ل ل ل ل	م م م م	ن ن ن ن	أ أ	پ پ
Q	R	S	Sh	T	Th	U	V
ق ق ق ق	غ غ غ غ	س س س س	ش ش ش ش	ت ت ت ت	ث ث ث ث	ؤ ؤ	ف ف
W	X	Y	Z			0	1
و و	ك	ي ي ي ي	ز ز ز ز			.	١
2	3	4	5	6	7	8	9
٢	٣	٤	٥	٦	٧	٨	٩

²⁴⁸ The table contains authentic Arabic symbols. However, some liberties were taken to fill in gaps where there was no Arabic glyph corresponding to a Latin character.

The Islamic Factions

The Hashashim Faction

Arch-Enemies: The Templars

The Hashashim are an order of Nizari Ismailists²⁴⁹, who are a splinter faction of the Islamic Shiites. They believe that the Imams, Allah's true representatives on Earth, descended through Ismail and then, in later generations, Nizar, both of which are not recognized as legitimate by the main body of Shiites. (In later years during the crusades, the word "Hashashim" mutated in the Western world to give rise to the term "Assassin.")

The Hashashim were a group of militants who believed that assassinating an oppressive regime's leader was preferable to all-out war. They became renowned in their ability to sneak into a palace and kill the ruler, should they fail to treat their subjects fairly. As such, the leaders were terrorized by them and the people overwhelmingly supported them.

"Evil must be destroyed."

"Non-believers are infidels."

"The Holy Lands belong to Islam."

"Martyrs ascend directly to Paradise."

"Infidels must be converted or killed."

"If a serpent threatens to strike, cut off its head."

"The true line of Imams descends through Ismail and Nizar."

The Nizari Ismaili cult can be incorporated into an Arabian-based adventure fairly easily. The locations of nearby Nizari Ismaili fortresses will be well-known to the general populace, since most such castles will have been standing for centuries. However, the fear of offending the Hashashim would keep many people from quickly divulging any such information to strangers. If the characters involve themselves with politics, such as by offending a nobleman or threatening a rich merchant's income, you can introduce the Hashashim into the plot line by having their opponents be allied with the ancient group.

At first, the Hashashim will likely send cryptic warnings, such as plunging a dagger into the ground by one character's head as they sleep. If the characters persist in their "wayward" actions, the warnings will be followed by one or more assassination attempts as you see fit.

Assassination attempts will likely start with low-level assailants, until the Hashashim realize the full danger the party represents. For high level groups, you may even want to escalate the danger until they are forced to deal with the Nizaris in some direct way, either by attacking the nearby

fortress and eliminating the threat by force, or by allying themselves to the Hashashim through some mutually beneficial agreement.

The general populace will have the impression that the Hashashim are all-knowing of events in the region. "They have eyes everywhere," will be a common retort to any suggestion that the populous should rise up against them. And, in any case, the Hashashim would usually be viewed favorably by the common people, since they aren't usually threatened by the Nizaris in any fashion.

Although it is tempting to portray the Hashashim as actually "all-knowing," keep in mind that they are limited in their information gathering abilities, Mystical Powers notwithstanding. If the party feels that their every move is known before they enact them, then your players will just get frustrated and angry. It's good to keep the players on their toes, though. The Hashashim aren't stupid. After a few failed encounters with a powerful group, they will undoubtedly send spies to assess the enemy's abilities before proceeding. So, the Hashashim will rarely be caught completely unaware. Allowing the party to "discover" and overpower one or two such spies should give them sufficient control over their own destiny to keep the plot moving. And, it will keep them wondering how many spies were overlooked.

Hasan-i-Sabah

Hasan-i-Sabah was an exceptional leader. Because his forces were small, and because they were hunted as outlaws, Hasan sought an impregnable fortress to act as his home base. After years of travel, he finally settled on the castle of Alamut. This castle was unusually inaccessible. It could be approached only through a single highly defensible mountain pass. The fortress guarded the only entrance into a naturally enclosed valley. The valley-fortress was thirty miles long, three miles wide, contained a number of natural springs, and had ample room to grow crops. Any attempted siege was guaranteed to fail as the occupants could survive within the protective valley indefinitely. Alamut was perfect for Hasan's plans.

Hasan took the castle without bloodshed. He did this by slowly and secretly converting the people of the neighboring towns to Nizari Ismailism. With a sufficient number of disciples in place, Hasan personally entered the castle. Upon learning of Hasan's overwhelming following in his own forces, the current owner of the castle left peacefully. Demonstrating great honor, Hasan gave the overthrown ruler a respectable sum of 3,000 gold dinars for the castle, thereby squelching any complaints that his new headquarters was "stolen." Thus was the Nizari nation founded. Until his death 35 years later, Hasan-i-Sabah never left Alamut.

Throughout his life, Hasan relentlessly worked to promote the new teachings of the Nizari faith. He was well educated, being known as a magician, mathematician, alchemist, and astronomer. Powers of mind control were ascribed to both he and his Hashashim followers. Hasan was also exceptionally pious, spurning material wealth that he felt distracted from

249 Author's Note: Much of the information concerning the Nizari Ismailists comes from *The Templars and the Assassins: The Militia of Heaven* by James Wasserman. Of course, the specific beliefs and hierarchical structure of the secret Hashashim society remain hidden. However, James Wasserman provides a reasonable hypothesis for what the Hashashim were probably like. I based much of my description on his interpretation of history.

spiritual concerns. Hasan even executed one of his own sons for drinking wine in violation of Islamic law.

Hasan's strategy for extending Nizari power was brilliant. He took the lessons learned at Alamut and applied the same tactics again and again. He identified scattered, easily defensible fortresses and took them over one by one. Each acted as an autonomous military headquarters for its local area. Over time, the Nizari-controlled castles encompassed ever-widening lands. If the surrounding rulers instigated an attack against a Nizari fortress, the Hashashim *fidais* were sent to assassinate the offending enemy's leader. While modern tradition views assassination as unequivocally evil, the Hashashim saw it as a religious sacrament. After all, isn't one death preferable to thousands? The Nizari practice of preserving the populace and instead directly attacking the head gained the Hashashim a great deal of popular support. But, the term "Hashashim" gripped the hearts of emirs and sultans like a vise.

Once, a young sultan refused admittance to Hasan's ambassadors, presumably because the sultan was afraid the ambassadors meant to kill him. A few days later, the sultan awoke to find a dagger stuck in the ground beside his bed. A courier was sent several days later with a message: "Had I meant the sultan ill, the dagger stuck in hard ground would just as easily been planted in his soft breast." Never again were Hasan's ambassadors turned away.

Hasan II

In 1162, the third ruler of the Nizari faithful, Hasan II, gained the mantle of leadership. Lasting only four years, his reign was relatively brief. But, it resulted in a metamorphosis of Nizari doctrine. Many Nizaris believed Hasan II to be the Hidden Imam, God's personal representative. So, when Hasan II proclaimed that the Shariah practices of Islam were forever overturned, many Ismaili took him at his word. No longer need a Nizari pray to Mecca every day. No longer need he avoid eating pork and drinking wine. No longer were sensual pleasures to be avoided. Henceforth, the Nizari were to experience Paradise on Earth. This radical new doctrine, known as the Qiyama, earned Hassan's followers the title of *malahida*, or heretic, within the larger Islamic community. Two years later, his brother-in-law assassinated Hasan II for his blasphemous viewpoints. However, Hasan's Qiyama teachings lived on.

The Old Man of the Mountain

The most famous of all Nizari leaders is Rashid al-Din Sinan, the Old Man of the Mountain. Sinan was reputed to practice telepathy, telekinesis, astrology, clairvoyance, and magic. However, Sinan's fame was not the result of his being the greatest of all Nizari, although he was certainly great, but because he temporarily allied the Nizaris with the Templars, the Crusader knights of the Catholic church. This alliance resulted in a profound influence on the Templarian order.

Sinan's greatest enemy was Saladin, a charismatic and highly successful Muslim leader who dreamed of unifying

all of Islam. Because of the Qiyama heresies, though, Saladin did not consider the Nizari a part of his vision. In order to survive, Sinan forged alliances with the Crusaders, the very infidels that were historical enemies of all of Muhammad's followers. Interestingly enough, the philosophies of the Qiyama were relatively compatible with the teachings of Jesus, at least as viewed by the Gnostics. Many believe this contact transformed the orthodox order of Templarian knights into a secret society of Gnostic heretics.

The Nine Degrees of Wisdom

The members of the Hashashim progressed up in the Nizari Hierarchy based upon a combination of skill and devotion. The various "degrees," along with their corresponding prerequisites and rewards are listed hereafter. Note that these degrees are not classes, in the traditional sense. So, they do not count against a character's class limit. Rather, they are titles. Note that these titles must be attained in the following order and each title gives the person authority over those of lesser rank:

First Degree: This is the initiate rank of the Hashashim. The only prerequisites to attaining this rank are:

1. The initiate must be male.
2. A fully-fledged member of the cult must sponsor the initiate.
3. The initiate must swear to never reveal any of the cult secrets to anyone outside the order.
4. The initiate must provide some possession of great personal value to prove the authenticity of their devotion.

After initiation, the convert is instructed that the Koran (Islam's holy text) contains much hidden meaning that can only be revealed by a divinely inspired teacher.

Second Degree: This degree represents the rank that most Hashashim attain. Very few pass beyond to the higher degrees. The prerequisites to attaining this rank are:

1. The initiate must have demonstrated a willingness to abandon any previously ingrained religious doctrine. Most initiates find this prerequisite difficult to satisfy. Many take years in its attainment.
2. The individual must accept the Koran's hidden meaning, although they do not yet understand what that meaning is.

The disciple is taught that their own interpretation of reality and truth is flawed by their inherent sinful nature. Only the teachings of a divinely guided instructor have merit. So, the pupil must place their own reason and judgment beneath that of their Nizari masters. They are also *Schooled* in the proper use of daggers.

Third Degree: This degree represents an elevated rank within the Hashashim hierarchy. The prerequisites to attaining this rank are:

1. The prospective follower must convincingly demonstrate that they have consistently placed their own ego in servitude to their Nizari betters.
2. The individual must also convincingly show that they have ceased all personal interpretation of "truth."
3. The prospect must have attained 5th rank in wielding dagger.

The disciple is instructed in the numerological importance of the number seven. There are seven planets, seven heavens, and seven alchemical metals. The pupil is given the option of becoming Schooled in one of the following Occult lores: Cold, Dry, Hot, or Wet. They are encouraged, but not required, to obtain the class of Alchemist or Magician. They are also Schooled in the mundane lore of Philosophy.

Fourth Degree: Only the most devoted Nizari, perhaps one in a thousand, attain this lofty rank. The prerequisites to attaining this degree are:

1. The Nizari must have attained 8th rank in wielding dagger or 4th rank in one of the Occult lores of Cold, Dry, Hot, or Wet.
2. The individual must attain 4th rank in Philosophy

The disciple is taught that God had seven prophets including Adam, Noah, Abraham, Moses, Jesus, Muhammad, and Ismail. He is also instructed in various religious arguments supporting the belief. The pupil is well instructed that acceptance of this belief means they must reject the fundamental tenant of Islam that Muhammad was the final prophet. Such a belief is heresy to more orthodox Muslim faiths, so the decision to accept or reject the belief is a life-altering one. The pupil's actual acceptance is not required until aspiring to the next rank. In fact, a hasty decision will win only contempt from the aspirant's tutors. Such a profound change of focus necessarily demands careful introspection.

Fifth Degree: To attain this degree, the prospective Nizari must satisfy the following:

1. They must accept Ismail as God's seventh prophet.
2. They must have attained 10th rank in wielding dagger.
3. They must attain 6th rank in Philosophy

The disciple is instructed personally by the dai, the Hidden Imam's human intercessor to the world. During the instruction for this degree, the dai reveals that any literal interpretation of the Koran is meaningless. They also teach the Mystic meaning of the number twelve. There are twelve signs of the zodiac, twelve months in the year, and twelve tribes of Israel. If they do not already possess the ability, the counseled Nizari is Schooled in the Mystic Discipline of Conviction.

Sixth Degree: This degree demands the prospective Nizari

to satisfy the following requirements:

1. They must have attained 12th rank in wielding dagger.
2. They must attain 8th rank in Conviction

The full meaning of the Qiyama is revealed to the Nizari faithful attaining this rank, enabling them to forego all of the customary Muslim observances of prayer and self-denial. From this point forward, any such ceremonies are only to be practiced for the sake of social expediency. If they have not already obtained the skill, the promoted Hashishim becomes Schooled in the Mystic Discipline of Revelation. A fully trained sixth degree Nizari fulfills all of the requirements to become the Imam's dai, although there is only one dai at any given time.

Seventh Degree: The seventh Nizari rank has grueling demands:

1. They must have attained the class Hashashim Fidai Master.
2. They must attain 10th rank in Philosophy

Members of this degree are instructed in the art of Theurgy. The promoted Hashashim becomes Schooled in one of the following Occult lores: Matter, Motion, Rest, or Spirit. They are encouraged, but not required, to obtain the class of Theurgist.

Eighth Degree: Only those Nizari fulfilling the following requirements can obtain the eighth rank of the Hashashim:

1. They must have gained 13th level in Conviction and Revelation.
2. They must attain 8th level in one of the following Occult lores: Matter, Motion, Rest, or Spirit.

The secret that morals and the validity of religious beliefs are relative to one's circumstance is revealed. The universe is nothing but cause and effect. The first cause is known as God, but has no other meaning. The promoted Hashashim master becomes Schooled in any Mystic Discipline of their choice.

Ninth Degree: The rare Nizari aspiring to this rank must meet the following prerequisites:

1. They must have gained 15th rank in any two Mystic Disciplines.
2. They must have attained any two of the following classes: Alchemist, Magician, Theurgist.

The final revelation to philosophers of this unparalleled rank is that any action, any decision, any belief undertaken by the master is appropriate. To quote Hasan-i-Sabah, "Nothing is true, everything is permitted." In this way, the newly promoted Nizari master is unencumbered from all previous and future obligations. Their soul is free. If they desire, they are immortal.

The Jewish Culture

Judaism is one of the Three Great Religions whose foundations rest on a set of books, known as the Hebrew Scriptures. The other two great religions are Christianity and Islam. Of these three religions, Judaism was the first, by around 2,000 years.

The Christians incorporate the Hebrew Scriptures into their Bible as its Old Testament. Arising about 1,000 years after Christianity, Islam adopted three prophets from these works as messengers of God (whom they call Allah). These include Noah, Abraham, and Moses (the other two being Jesus and Muhammad). The core tenet of all three great religions is that there is one, and only one, God, who is known as Yahweh in Judaism.

"There is only one, true God."

The Jews incorporate the Hebrew Scriptures into a larger work, known as the Torah. In addition to the Hebrew Scriptures, the Torah contains rabbinic commentaries on the scriptures as well as an oral tradition handed down from generation to generation. In all, the Torah is the foundation of Jewish culture.

Arch-Enemies: Christian Culture, Egyptian Culture, Islamic Culture, Roman Culture

The Hebrew Scriptures

Genesis, the first book of the Hebrew Scriptures, describes the Hebrew view of the world's origin and early history. In it, God is described as having created the entire Universe in seven days. As part of this creative endeavor, He brought forth Adam and Eve, the first man and woman, in the Garden of Eden. A serpent²⁵⁰ tempted Eve to eat an apple from the Tree of Knowledge, an act that was expressly forbidden by God. As a consequence, God expelled Adam and Eve from paradise, condemning their descendants to lives of sin and struggle.

Through many generations after expulsion from Eden, the book of Genesis states that men populated the world and became ever more corrupt and sinful. When God could no longer abide the defiance of mankind, He decided to start with a clean slate by wiping mankind off the face of the Earth with a great flood. He spared only the righteous Noah and his family from this fate. He instructed Noah to build an Ark, a great ship in which all the animals of the world would ride out the flood and were thereby saved from annihilation. Noah did as he was instructed, and the devastating flood happened just as Yahweh foretold.²⁵¹ After the great flood, God made a sacred promise to Noah that He would never again destroy the world by flood and set the rainbow in the

sky as an everlasting reminder of this covenant.

Genesis continues, describing Noah's descendant as spreading throughout the Earth and repopulating it. After many generations, Abraham was born. He was faithful to God and lived a good life. Abraham was so devoted, that when he was instructed by God to sacrifice his son, he proved his willingness to do so. At the last moment, God stopped him, much to Abraham's relief. God made a promise to Abraham that he would found a great nation, that Abraham's progeny would inherit the holy lands. In effect, Abraham was the first Jew, who fathered the Hebrew nation. But, it would be many years after Abraham's death before this prophecy would be fulfilled.

"God gave the Holy Lands to the Jews."

Moses is the last of the great prophets in the Hebrew Scriptures, whose life is described in the book of Exodus. Exodus relates that Moses lived at a time when the descendants of Abraham resided in Egypt, and whose growing population concerned the Egyptian Pharaoh. The Pharaoh ordered all Hebrew baby boys be killed, due to a recent prophecy of a newborn who was destined to free the Hebrew slaves from Egyptian bondage. In an effort to save the life of the infant Moses, his parents put him in a basket and set him adrift on the Nile river. Moses was found by the Pharaoh's daughter, who secretly adopted him and raised him as royalty.

Moses grew up as a prince of Egypt, but killed an Egyptian slave master who was beating a Hebrew slave. As a consequence, Moses fled out of Egypt for fear of retribution. On this journey, God appeared to him in the form of a burning bush. Yahweh told Moses to return to Egypt, free the Jewish people, and lead them to the land He promised to the descendants of Abraham.

The book of Exodus asserts that Moses obeyed God's instructions, and returned to Egypt. He demanded the Pharaoh release his people, but Pharaoh refused. As a consequence, Moses foretold that Egypt would suffer from a number of disasters until Pharaoh relented. Ten plagues hit Egypt, starting with the waters of the Nile turning to blood. These were followed by plagues of frogs, lice, flies, dying livestock, boils, and locust. Darkness and a terrible storm of hail and lightning were thrown in for good measure. The final disaster was a plague of death that slew the firstborn of every household, save those of the Jews who were instructed to put lamb's blood on their doorposts to keep death at bay.

After the demise of his own firstborn son, Pharaoh relented and freed the Hebrew slaves, who began a mass exodus from Egypt. It was not long before Pharaoh changed his mind, though, and sent his army to return the departing slaves to Egypt. To expedite their escape, Moses raised his staff and parted the waters of the red sea. The Hebrew people fled through this newly formed passage. When the Egyptian army tried to follow, Moses caused the waters to crash in on them, decimating Pharaoh's forces.

250 Whom many interpret to be Satan, although this is not explicitly stated in the text.

251 The story of Noah and the Ark closely parallels the Mesopotamian story of Utnapishtim.

Before delivering the Hebrews to the land He promised them, Yahweh decided to give Moses a set of Ten Commandments on two tablets to let his people know how He expected them to behave:

"I am the Lord thy God. Though shalt have no other gods before me"

"Thou shalt not make unto thee any graven image"

"Thou shalt not take the Lord thy God in vain"

"Remember the sabbath day, to keep it holy"

"Honor thy father and thy mother"

"Thou shalt not kill"

"Thou shalt not commit adultery"

"Thou shalt not steal"

"Thou shalt not bear false witness against thy neighbor"

"Thou shalt not covet"

These Ten Commandments were carved into the stone tablets by God Himself, and were kept safe in a beautiful golden chest known as the Ark of the Covenant.

While Moses was away communing with Yahweh and receiving the Ten Commandments, the Hebrews began to doubt Yahweh's ability to deliver them to the land He promised to them. Despite all of the spectacular miracles that had occurred in order to facilitate their escape from bondage, many of them began to worship pagan gods. As punishment, Yahweh condemned the Hebrew people to wander in the desert for 40 years before reaching the promised land. But, once this punishment was meted out, the Hebrews were allowed to enter and conquer the land of Israel, which they claimed as their homeland.

Jewish Setting

Jewish Avatar Races & Lineages

Human

Iconic Jewish Armor Pieces

Breastplate, Greaves, Scale Cuirass, Skull Cap, Shield

Iconic Jewish Weapons

Proportional and Undersize Bows, Daggers, Maces, Slings, Staves

Iconic Jewish Classes

Kabbalist Initiate, Kabbalist, Master Kabbalist, Slinger, Stavesman, Master Stavesman

Other Initiate Classes

Apothecary, Bandit, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Enforcer, Foot Soldier, Freebooter, Grave Robber, Hood, Knave, Knife Fighter, Mercenary, Merchant, Minstrel, Mountaineer, Peasant, Prospector, Psychic, Sailor, Scholar, Scoundrel, Second Story Man, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Trapper, Witch Neophyte,

Wizard's Apprentice, Woodsman

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Alpine Explorer, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Cleric, Con Artist, Crafter, Creationist, Cult Leader, Dark Spiritualist, Demonologist, Docent, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forger, Geomancer, Gray Spiritualist, Hermit, Highway Robber, Horseman, Hydromancer, Illusionist, Knave, Knife Thrower, Lapidary, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Horseman, Master Mage, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Mystagogue, Naval Officer, Necromancer, Picklock, Pickpocket, Pirate, Puffer, Pyromancer, Raider, Reaper, Ruffian, Sharpie, Shining Spiritualist, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Trap Specialist, Warlock, Warlord, Warrior, White Mage, Witch, Witch Hunter, Wizard

Jewish Cultural Perks

Members of this culture automatically gain the following abilities.

Gifts

Speaking Hebrew

Martial Weapons

Reviewed (+1) in: A single Iconic Jewish Weapon of the character's choice.

The Jewish Factions

The Kabbalist Faction

Arch-Enemies: The Inquisitors, The Mysterium of Hecate, The Orphic Order

Description: The Kabbalists originated as a sub-set of Jewish culture that sought to understand the relationship between the infinite God and His finite creation, the Universe. According to Kabbalistic tradition, Kabbalah was first given to man by God either in Eden with Adam or on Mount Sinai with Moses, and has been handed down through the generations since then. It is a collection of Mystical teachings intended to provide the student with an understanding of how the world works, why it exists, and the role man plays within it. The goal is to guide the pupil to spiritual enlightenment.

"Kabbalah brings spiritual enlightenment"

"Literal interpretation is the lowest form of understanding."

One of the foundational texts of Kabbalism is the Zohar. This book teaches that there are four levels of understanding the Torah, the foundational work of Judaism. These four levels of understanding are:

Peshat (Simple): the literal interpretation of the Torah.

Remez (Hints): the allegorical interpretation of the Torah.

Derash (Seek): finding meaning through comparing similar words or verses from different parts of the Torah.

Sod (Mystery): comprehending the innermost metaphysical meaning of the Torah.

Many Kabbalists believe that Kabbalah was taught openly in early Jewish society. However, threats from conquest, and a belief that Kabbalah could be severely misused if it fell into the wrong hands drove the teaching of Kabbalah underground into secret societies.

"Kabbalah is only for the pure of heart"

Kabbalah includes many esoteric topics including astrology, curses, divination, exorcism, healing, numerology, and the summoning of angels. As these are popular topics with occultists, the teachings of Kabbalah were eventually intermixed with those of the occult. Occult-oriented Kabbalists view Kabbalah as just another practical means to manipulate their world. In fact, many Kabbalistic teachings are studied by the Orphic Order and the Mysterium of Hecate. Needless to say, most purist Kabbalists denounce any such exploitative use of their sacred knowledge, believing it to be both dangerous and corrupting.

"Anyone using Kabbalah for Evil must be stopped"

The Hebrew Script

The Jewish people use the Hebrew writing system. A cipher of mapping the Hebrew characters to the Latin alphabet is provided in the Hebrew Script Cipher Table²⁵², to allow ciphers of English text into Hebrew to be easily incorporated to game play. Note that Hebrew is normally written right to left, rather than left to right.

Hebrew Script Cipher Table

A	B	C	D	E	Ei	F	G	H
א	ב	כ	ד	ע	"	פ	ג	ה
!"						ף		
I	J	K	L	M	N	O	Oi	P
!	"	כ	ל	מ	נ	ע	ו	פ
	שז	ך		ם	ן			ף
		ך						
Q	R	S	T	Ts	U	V	W	X
ך	ר	ס	ט	צ	ו	ו	ו	ח
		ש	ת	ץ		ב		
Y	Z	0	1	2	3	4	5	6
י	ז	-	א	ב	ג	ד	ה	ו
7	8	9	10	11	12	13	14	15
ז	ח	ט	י	יא	יב	יג	יד	ה"

א ל:אָר וו:לל נעט בע בעל!עבֶּעד
עבֶּענ ווהענ הע שפעֶיפס טהע
תרו טה

252 A few minor liberties were taken to create a complete cipher between the Hebrew and Latin alphabets.

The Mithraic Cult

For several centuries before the time of Christ, the people of the Mediterranean believed the fates of men to be controlled by the stars. A strong belief in astrology permeated ancient society. Knowing and understanding astrology was of paramount importance, because the road to immortality, laid out by the stars, was fraught with perils. The slightest slip-up or insult to any god during life's journey would spell eternal doom for the traveler. So, countless deities had to be appeased and the successful completion of the quest was always in doubt.

By 100 B.C., astronomical observations had been meticulously taken and recorded over an extensive period. So long, in fact, that the great astronomers of the day had sufficient data to discover that the whole of the celestial globe slowly moves through the course of centuries. This was a previously unknown drift of the heavens, a movement entirely independent of its daily rotation about the earth. We know today that the precession of the earth's axis causes this movement, but in ancient times this was viewed as an astonishing second rotation of the heavens.

To those steeped in astrological belief, the newly discovered heavenly drift came as a staggering shock. If the entirety of the heavens moves, then there must be some force, some god, behind it. And, if this god is powerful enough to move the entire universe, including the stars that control the fates of men, then this god must have supreme power over all others.

The astronomers who discovered the precession of the heavens lived in and around the Persian city of Tarsus, whose patron deity was Perseus. So, naturally, they adopted their patron god as the supreme ruler of the cosmos. They needed to keep their revelations as secret as possible, though. Since Perseus was closely associated with Persia, they adopted the Persian name Mithras after Mithra, the offspring of Ahura Mazda, the Persian creator of the universe. This association was doubly reinforced by the fact that the ruler of Tarsus at the time was named Mithridates VI Eupator, who was a descendant of a long line of Mithradates, "given by Mithra." The Mithradates believed themselves to be direct descendants of Perseus, so the name Mithras was a convenient choice as a cryptic nickname for Perseus. And, thus, the religion of Mithraism²⁵³ was born.

Since Mithras has the power to move even the stars, it is obvious to anyone having a deep belief in astrology that He also has the ability to control the fates of men. No longer need a person plead to an uncountable number of gods to

allow them safe passage through life to immortality. One must only beseech the single god that controls the fate of the universe.

Since it takes the utmost patience for astronomers over the course of centuries to directly detect His influence, He obviously does not want to advertise His power. Only those few individuals patient enough and wise enough to comprehend the significance of the knowledge deserve special dispensation by Him. Consequently, only those people that demonstrate the necessary mental discipline will rise in rank within the Mithraic Order. As a person's rank increases, more and more will be revealed to them about Mithraism's core tenets. The various Mithraic ranks, described later, are: Corvus (Raven), Nymphus (Chrysalis), Stratiotes (Soldier), Leo (Lion), Persa (Persian), Heliodromus (Sun-Runner), and Pater (Father).

Arch-Enemies: The Vatican

The Mithraum & the Tauroctony

Temples to Mithras are known as Mithraums. They are predominantly found in hidden caves whose walls and ceilings are painted with various symbols and which often contain statues of various figures. Occasionally, the Mithraums are located in actual buildings, but even these are decorated to resemble natural caves. These caves are usually small, capable of holding no more than about 20 people. Consequently, the cult is broken up into a large number of small "cells." The locations of neighboring cells is known only to a relatively few high ranking cult members that have earned trust in the order, so the infiltration of one cell by a disbeliever does little damage to the cult as a whole. The Mithraum ceilings are painted with a map of the stars. On the walls are a number of symbolic paintings, many of which vary from one Mithraum to another. However, the central image is always the same. This is the Tauroctony, an image steeped in cryptic symbolism.

The Tauroctony depicts a man wearing a Phrygian (Persian) cap in the process of slaying a bull with a crescent-shaped blade. Even though He is engaged in a fierce struggle, He looks away from His kill. He wears a cloak that billows out behind Him as if blown by a strong wind. Like the Mithraum's ceiling, the cloak's inner lining is decorated with a star map. Underneath this struggle are images of a scorpion, a dog, a serpent, a lion, a raven, and a cup. To either side stands a man holding a torch. One man holds his torch upright while the other points his toward the ground. Often, the whole of the Tauroctony is encircled by the symbols of the zodiac.

A statue often stands near the Tauroctony. The figure depicts a man with a lion's head, wings sprouting from his shoulders, and a serpent entwined around his body. The man-beast stands on a globe inscribed with two great circles that cross one another to form an "X." He often holds a key in one hand and a long pole in the other.

253 The actual core beliefs of the various mystery cults still remain a mystery to this day. Mithraism is particularly obscure. We can only study the symbols left behind in their temples and interpret them in an attempt to deduce what was going on in the minds of their creators. There are several possible interpretations for the symbolism left behind by the Mithraic cults. The interpretation presented in this game is largely based off of David Ulansey's book [The Origins of the Mithraic Mysteries](#). So, if you want to know more about this theory, you know where to look.

Mithraism & Alchemy

As mentioned before, Mithras is the son of Ahura Mazda, the god of Persian mythology who created the universe. As such, Mithrasim is linked with Mazdaism, the worship of Ahura Mazda, or simply Mazda. Mazdaism was a religion founded by Zoroaster. Like Jesus of the Christian faith, Zoroaster was supposedly the son of a virgin impregnated by God (Mazda). Zoroaster stated that the force of good (Mazda) created the universe as a battleground to fight evil (Ahriman). He did this in order to limit Ahriman, so the battle would not continue through eternity. His plan was simply to trap Ahriman within the material universe and allow his inherent evil to tear itself to pieces. Mazda knows that He will win in the end simply because Ahriman's chaotic nature will not allow him or his many demons to plan ahead. Mazda will triumph, not due to strength, but because of Ahriman's stupidity.

In Ahriman's first great assault upon Mazda, he attempted to win merely by devouring the God of Light. Ahriman, being evil, has a cold, dry nature while Mazda has a hot, moist nature. Simply put, Ahriman sought to have cold negate hot and dry consume moist. To counter this fierce attack, Mazda linked cold with moist and hot with dry. In this way, Mazda created the four elements upon which the world is based. Ahriman's attack merely resulted in the construction of the prison into which he would be thrown, the physical universe.

Zoroaster also asserts that, because the material world is a battleground between light and darkness, everything in it can be categorized as either good or evil. Water is good. Poison is evil. Horses are good. Dragons are evil. There is no gray area. Good must be nurtured. Evil must be destroyed. Man can be good only through the recognition of good in individual things and active participation in the war against chaos. So, rather than pray to Mazda directly for a swift steed, a prayer to the good aspect of Horses is more effective. Zoroaster's many miracles quickly win the radical Zoroastrian sect many converts.

Of course, Mithraism asserts that Mithras, not Mazda, now has control over the fate of the universe. The son has usurped the father. However, it is important to understand this background to Mithraism, because it forms the early foundations of Alchemy, which studies the four Arcane Lores of Hot, Wet, Cold, and Dry. It is no coincidence that the ancient world knew of seven planets wandering the heavens and that these correspond to the seven alchemical metals of mercury, lead, copper, iron, tin, silver, and gold. In fact, the zodiac surrounding the Tauroctony in many Mithraums is egg-shaped, rather than circular. This represents the "Orphic Egg," or Anathor, within which the alchemical metals may be smelted (see [The Lexicon of Lore](#) for details). Consequently, the Mithraic cult encourages its members to seek out and learn the arcane arts, most especially that of alchemy.

If you choose to incorporate Mithraism into your world, concern yourself with the members of one or possibly two

Mithraums. If possible, locate these in or near sea ports, as most members of the society will be pirates of one form or another. Focus your efforts on where and how the pirates go about their plundering raids. Even if no player in your group decides to become a Mithraist, a Mithraum in their community should provide you with excellent lead-ins to sea-faring and swashbuckling adventures.

The Mithraic Ranks

Progression through the Mithraic hierarchy is based upon a demonstration of skill as well as contributions to the cause. The various Mithraic titles, along with their corresponding prerequisites and rewards are listed hereafter. Note that these ranks are not classes, in the traditional sense. So, they do not count against a character's class limit. Note that these titles must be attained in the following order and each title gives the person authority over those of lesser rank.

Corvus (Raven): This is the initiate rank of the Mithraic Order. The only prerequisites to attaining this rank are:

1. A fully-fledged member of the cult must sponsor the initiate.
2. The initiate must swear to never reveal any of the cult secrets to anyone outside the order.

During their initiation ceremony, the prospective Corvus is blindfolded and led to the nearest Mithraum. They are shown the Tauroctony and told that if they earn enough wisdom to decipher the meaning behind the image, they will attain immortality. This knowledge will be given to them piecemeal as they gain the capability to understand it and attain rank in the order. Unless they already have combat skills, the initiate will be given one month of training to make them Schooled in one Hand Held, Polearm, or Range weapon of their choice.

Nymphus (Chrysalis): To attain the title of Nymphus, a Corvus must perform some personal sacrifice or minor quest for Mithras. When this is done, the Corvus will be led, free of any blindfold, to the location of the local Mithraum and be granted their newly earned rank. If the cave is hidden by any secret doors or protected by traps, they will be shown how to get past them. Finally, they will be told that the central human figure of the Tauroctony represents the god Mithras.

Stratiotes (Soldier): To attain the title of Stratiotes, a Nymphus must satisfy the following requirements:

1. They must attain at least 5th rank in any Hand Held, Polearm, or Range weapon.
2. They must swear an oath to kill anyone betraying the secrets of Mithras to anyone outside the order.

Upon earning this title, the soldier will be told that the animals (and cup) of the Tauroctony represent constellations. The torchbearers represent the summer and winter equinoxes. Unless they already have the skill, they will then undergo one month of training to make them Schooled in the skill of Navigating.

Leo (Lion): To earn the title of Leo, a person must satisfy the following requirements:

1. They must have a Heart and Willpower of at least 1 (which is verified through grueling initiation rituals).
2. They must attain at least 7th rank in any Hand Held, Polearm, or Range weapon.
3. They must perform some great personal sacrifice or complete a major quest for the Mithraic cult.

When a cult member attains this title, they are taught that the image of Mithras killing Taurus the bull represents the power of Mithras to kill one age and bring another. In Greco-Roman terms, the previous age was that of Kronos while the current age is that of Zeus. He is also told that Mithras is sometimes depicted as a lion slaying a bull. This is, in fact, the symbol for the city of Tarsus, the cult's most holy city. The crescent blade Mithras uses to slay the bull represents the moon.

Unless they already have the ability, the newly initiated Leo is given one month of training to make them Schooled in the Mystical Discipline of Temperance.

Persa (Persian): Earning the title of Persa demands a Mithraic cult member satisfy the following requirements:

1. They must attain 9th rank in some Mystical Discipline.
2. They must prepare and consecrate a new Mithraum and recruit at least 1 new convert.

When they earn this title, the new Persa is told the astonishing news that Perseus and Mithras are the same deity. They are shown that the constellation of Perseus lays directly above that of Taurus the Bull. They are also told that the lion-headed statue represents the Gorgon Medusa that Perseus slew, just as Mithras slays the bull. Mithras looks away from his kill just as Perseus looked away from Medusa to avoid being turned to stone. Finally, Perseus was born in a cave, which is why the Mithraums are all located in caves. The Persa is also told the locations of Mithraums near their own. They are also told the name of his ruling Heliodroms along with a way to contact them when necessary.

If they have not yet gained the ability, the new Persa is given one month of training to make them Schooled in the Mystical Discipline of Conviction.

Heliodroms (Sun-Runner): The title of Heliodroms is difficult to earn. The prospect must satisfy the following requirements:

1. They must attain 11th rank in at least one Mythical Discipline.
2. They must have built up their Mithraum to have at least 5 members, at least one of which must have attained the title of Leo.

The new Heliodroms is instructed that the pole held by the Gorgon statue represents the celestial axis around which the

heavenly vault turns while the winding serpent represents the path that the sun takes as it circles above. The key which is held by the beast represents the "key of the ages," which is passed from one age to the next. Mithras is the "unconquered sun," meaning that He even has power over the "conquered sun," represented by the Greco-Roman god Apollo. In effect, Mithras has power over all other gods. Mithras is the demiurge, the supreme ruler of the universe.

Immortality is obtained by simply proving to Mithras that one has the mental fortitude to withstand its heavy weight. In other words, one attains immortality by simply choosing to not die and by having the will to make it happen. Those having attained the rank of Heliodroms are likely to have that strength already. But, only those who have earned the title of Pater are guaranteed this prize since only they have access to the cult's central secret that gives absolute proof of the validity of the cult's claims. The Heliodrom is given authority over a group of Mithraums. They are also told the name of the cult's currently ruling Pater along with a way to contact them in times of need.

If they have not yet gained the ability, the new Heliodroms is given one month of training to make them Schooled in the Mystical Discipline of Revelation.

Pater (Father): The title of Pater is the most difficult of all to earn. The Pater is the ruling authority over the entire cult. To attain this title, a cult member must attain the following requirements:

1. In the current Pater's view, they must have proven themselves worthy above all other Heliodroms to become the new cult leader.
2. They must have attained 13th rank in Temperance, Conviction, and Revelation.
3. They must be willing to accept the authority and responsibility for the cult's future prosperity.

Upon attaining this title, the new Pater is taught all of the remaining cult secrets. The central tenet is simply this: The vault of the heavens rotates once every 36,000 years. The new Pater is shown the ample astronomical evidence accumulated over the centuries to support this fact. This data proves that some greater authority controls the heavenly vault. The cult has named that authority "Mithras." The astrological evidence of the stars leads to the inescapable conclusion that Mithras and Perseus are one and the same entity. This all-powerful authority controls the motions of the stars and therefore the fates of men. Since the stars control events on earth, and the stars themselves undergo a cycle, the universe as a whole goes through a cycle every 36,000 years. At the end of every cycle, Armageddon occurs and time repeats itself. In this regard, all men are immortal, since they will be reborn on the next cycle. So, immortality is not earned at all, but is automatically given to all men. What mental discipline actually earns is the ability to break free of these cyclic bonds and become aware of the immortality given to all.

If the new Pater wishes, they may undergo one month of

training to become Schooled in one Mystical Discipline of their choice.

Once their training is complete, the new Pater is given authority over the entire cult and is entrusted to select their successor at the appropriate time. The retiring Pater is honored for rest of eternity with the rank of Heliodroms. However, if the retired Paters ever find the ruling Pater to be lacking in leadership or unwilling to find a successor at the proper time, they are charged with stripping the ruling Pater of title, by force if necessary, and finding a suitable replacement.

Iconic Mithraic Weaponry

Since the Mithraists generally tried to keep a low profile in whatever culture they were located, individuals would adopt the weaponry of their host culture.

The Mithraic Factions

The Pirates of Cilicia Faction

Arch-Enemies: The Romans

Description: The Cilician Pirates were a powerful force in the eastern Mediterranean Sea in the first and second centuries B.C. They were far more than the common contingent of one or two rogue ships, however. In total, the Pirates of Cilicia (southern Turkey) totaled twenty thousand pirates sailing over one thousand ships. They ended up capturing over 400 cities throughout the course of their raids. With the decline of the Roman fleet, they became the strongest navy of their day.

The Pirates of Cilicia became indoctrinated into the Mystery Cult of Mithraism and quickly spread the cult throughout the Mediterranean. Their leader was none other than Mithridates VI Eupator, the king of Pontus who so graciously donated his name to Mithras, supreme ruler of the universe. The fact that the main evangelizing force for Mithraism was a band of thieves, cutthroats, and murderers clearly indicates that the cult itself looked favorably on these practices. Or, at the very least, Mithraism was indifferent to them. Strength of will and devotion to the cult were the only factors taken into account when considering a man's worth. Morality, in the modern sense, did not enter into the picture.

The Persian Culture

The Persian Empire had a tremendous influence on the ancient world. It grew to a vast size, larger than any other empire before it, with a thriving and diverse economy. Its primary religion was Zoroastrianism, an ancient Mystic religion whose leaders were known to foreigners as Magi, and from whom the words magic and magician are derived.

The Persians were the first to introduce gold coins, which they called the daric, into their currency system. They also used a silver coin known as a siglos.

Arch-Enemies: Egyptians, Greeks, Mesopotamians

Persian Cultural Traits

"Slavery is evil."

"Markets breed lies."

"The King has absolute authority."

"Justice demands harsh punishments."

"Zoroastrianism should be spread throughout the world."

"The world is black and white, darkness and light, evil and good. There is no gray."

Persian Titles

Social Status	Title
Royalty	Shah-an-Shah (King of Kings) Shah (King) / Malekeh (Queen) Shahzadeh (Prince) / Shahzadeh Khanoum (Princess)
Nobleman	Satrap (Governor) Naayeb-saltaneh (Regent) Khaan (Tribal Leader)

Historical Background

The Persian Empire, also known as the Achaemenid Empire, was vastly larger and more powerful than any that had come before it. Through deep tactical and diplomatic insight, Cyrus the Great grew his tiny nation of Anshan, located in southwest Iran, into a military and political powerhouse. From 550 to 529 BC, he subjugated the nations in the region of modern day Iran, Iraq (Mesopotamia), Turkey (Lydia), Israel, and much of Pakistan. He gained grudging acceptance from his newly conquered subjects through liberal policies recognizing equal responsibilities and rights for all subjects who pay their taxes and live peaceably. In addition, he allowed the people to retain their cultures and religious practices, even going so far as to encourage the Jews to reclaim their homeland in Israel after having been enslaved in Babylon. Slavery in Persia was prohibited.

Cyrus's successor, Cambyses, continued Persia's expansion by conquering Egypt in 525 BC. Later rulers extended the

empire further into Pakistan, North Africa, and around the coast of the Black Sea.

The Persian juggernaut appeared unstoppable until they met the Greeks in 499 BC. Persia unsurprisingly had some significant initial successes in Greece. But were defeated by Athens in the Battle of Marathon in 490 BC. The emperor Xerxes regrouped the Persian forces, and set out again to conquer the Grecian Peninsula in 480 BC. The Spartans of Greece met the Persians in the famous Battle of Thermopylae, where a small group of brave Greek warriors gave their lives to prevent the vast Persian armies from marching through a strategic mountain pass for a week. This provided the Grecian forces time to gather and form a defense. The Persian assault served to unify the previously independent city states of Greece into a single cohesive force. The Persians had essentially coalesced a land of bickering rival cities into a nation that would ultimately bring about their downfall. The Greeks got their revenge when Alexander the Great conquered all of Persia in 330 BC and founded the short lived Macedonian empire.

The Zoroastrian Religion

Zoroastrianism is the religion of ancient Persia. Its practitioners are known as Zoroastrians, Zarathustrians, or Behdins. Zoroastrianism is a dualistic religion that asserts the universe is divided into two forces: those of Good and Evil.

The religion is based on the teachings of Zoroaster, also known as Zarathustra. Zoroastrianism states that the world is a battleground between the forces of Ahura Mazda and Ahriman. All things have free will and are given a choice about which side to support. Thus, all things can be classified as either Good or Evil. Horses are Good. Poison is Evil. Apples are Good. Disease is Evil. All men must choose between one or the other.

The holy text of Zoroastrianism is the Avesta, which include the writings of Zoroaster along with additional scriptures. Although Zoroaster did not personify Evil in the concept of a devil in his own writings, the malevolent force opposing the cause of Good was eventually given the name Ahriman.

Ahura Mazda is the supreme being, the creator, the divinity of Good. Ahriman is a lesser being of Evil and destruction. Ahura literally means "Being", while Mazda means "Mind". The first is masculine, while the latter is feminine. Thus, Ahura Mazda encompasses both sexes. The divine spirits that follow Ahura Mazda (corresponding to the angels of the Abrahamic religions) are known as yazatas.

Zoroastrianism asserts that a person's soul will be judged after death, and that the soul will be sent either to heaven or hell. The person will be judged on their deeds while alive. It is a person's solemn duty to protect nature in all its Good forms throughout the world. Dogs are particularly sacred. However, it is an equally solemn duty to kill creatures of

Evil.

The elements of air and fire are used for purification in Zoroastrian rituals, as both are considered necessary to sustain life. As such, prayers are conducted in the presence of fire, and Zoroastrian temples are known as fire temples.

According to Zoroastrianism, every person has a guardian spirit known as a Fravashi. Prior to birth, the soul and Fravashi are one spirit, which existed from the beginning of time. At birth, the soul separates from its Fravashi, and will reunite with it after death. The bodies of the dead are either left exposed to the elements to decay, are cremated, or buried encased in lime.

Persian Setting

Persian Avatar Races & Lineages

Human

Iconic Persian Armor Pieces

Breastplate, Oversize Shield, Scale Cuirass

Iconic Persian Weapons

Axes, Bows, Dirk, Short Spear

Iconic Persian Classes

Behdin, Behdin Neophyte, Magician's Apprentice, Magician, Magus, Master Mage, Archmage, Persian Immortal

Other Initiate Classes

Apothecary, Bandit, Blacksmith's Apprentice, Bounty Hunter, Bowman, Burglar, Busker, Cutpurse, Cutthroat, Desert Nomad, Enforcer, Foot Soldier, Grave Robber, Hood, Knave, Knife Fighter, Magician's Apprentice, Mercenary, Merchant, Minstrel, Mountaineer, Pearl Diver, Peasant, Prospector, Psychic, Sailor, Saracen Warrior, Scholar, Scoundrel, Second Story Man, Smuggler, Sorcerer's Apprentice, Street Thief, Swindler, Swordsman's Apprentice, Town Guard, Trapper

Other Veteran Classes

Acrobat, Aeromancer, Alchemist, Alpine Explorer, Archer, Archmage, Army Officer, Artisan, Assassin, Astromancer, Avenger, Bard, Black Mage, Blacksmith, Brawler, Brigand, Cat Burglar, Champion, Con Artist, Crafter, Creationist, Cult Leader, Dark Spiritualist, Demonologist, Docent, Enchanter, Enforcer, Escape Artist, Explorer, Fence, Forger, Geomancer, Gray Spiritualist, Hermit, Highway Robber, Horseman, Hydromancer, Illusionist, Knife Thrower, Lapidary, Magician, Magus, Man-at-Arms, Marauder, Master Archer, Master Artisan, Master Assassin, Master-at-Arms, Master Blacksmith, Master Crafter, Master Horseman, Master Spearman, Master Stavesman, Master Swordsman, Master Thief, Miner, Mystagogue, Naval Officer, Necromancer, Picklock, Pickpocket, Pirate, Puffer,

Pyromancer, Raider, Reaper, Sharpie, Sheik, Shining Spiritualist, Slinger, Sorcerer, Spearman, Spy, Stavesman, Swordsman, Thaumaturgist, Theurgist, Tomb Robber, Trap Specialist, Warlock, Warlord, Warrior, White Mage

Persian Cultural Perks

Members of this culture automatically gain the following abilities.

Gifts

Speaking Persian

Martial Weapons

Reviewed (+1) in: A single Iconic Persian Weapon of the character's choice.

Trade Skills

Reviewed (+1) in: choice of one of the following: Riding Camels, Riding Elephants, Riding Equines

The Persian Factions

The Ahriman Faction

Arch-Enemies: The Mazdaists

The Ahrimans are followers of the Persian divinity of evil known as Ahriman, who was revealed to exist by the teachings of Zoroaster. They believe that, although good may eventually triumph over evil, that time is far off and following Ahriman brings many advantages here and now. As their views are not politically popular, this sect of the Persian religion is secretive. Their members often publicly profess to follow Ahura Mazda even while remaining loyal to Ahriman.

"Good must be destroyed."

"Knowledge brings power and wealth."

"Ahriman rivals Ahura Mazda in power."

The Mazdaist Faction

Arch-Enemies: The Ahrimans

The Mazdaists are followers of Ahura Mazda and the teachings of Zoroaster. They believe that the only correct choice is to side with good and destroy evil. In the end, only Ahura Mazda will remain, as the forces of Ahriman will eventually destroy themselves in wars against one another.

"Tell no lies."

"Evil must be destroyed."

"Bartering is boorish and low."

"Corrupt judges deserve death."

"Knowledge and wisdom combat lust and evil."

"Do the right thing because it is the right thing to do."

"The forces of evil will eventually destroy themselves."

"Good thoughts, good words, good deeds."

"The path of truth is the only path."

Persian Writing

The earliest Persians wrote using Cuneiform. Later, the Persian empire adopted Aramaic as their standard alphabet²⁵⁴. (A cipher of Cuneiform can be found in the Cuneiform Cipher Table under the Mesopotamian culture in the Pagan section.)

A cipher mapping Aramaic characters to the Latin alphabet is provided in the Aramaic Script Cipher Table²⁵⁵, to allow ciphers of English text into Aramaic to be easily incorporated to game play. Note that Aramaic is normally written right to left.

Aramaic Script Cipher Table

A	B	C	D	E	F	G	H	I
Ⲁ	ⲁ	Ⲃ	ⲃ	Ⲅ	ⲅ	Ⲇ	ⲇ	Ⲉ
J	K	L	M	N	O	P	Q	R
Ⲋ	ⲋ	Ⲍ	ⲍ	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ
S	T	U	V	W	X	Y	Z	
Ⲕ	ⲕ	Ⲗ	ⲗ	Ⲙ	ⲙ	Ⲛ	ⲛ	
1	2	3	4	5	6	7	8	9
Ⲝ	ⲝ	Ⲟ	ⲟ	Ⲡ	ⲡ	Ⲣ	ⲣ	Ⲥ
10	20	30	40	50	60	70	80	90
ⲥ	Ⲧ	ⲧ	Ⲩ	ⲩ	Ⲫ	ⲫ	Ⲭ	ⲭ

ⲀⲁⲂⲃⲄⲅⲆⲇⲈⲉⲆⲃⲁⲀ
ⲛⲑⲒⲓⲔⲕⲖⲗⲘⲙⲚⲛ

254 Which later evolved into Pahlavi (which is not included in the game).
 255 The Imperial Aramaic alphabet from which many of the table's glyphs are drawn contains only 22 characters, as vowels are omitted from the alphabet. As such, some glyphs were adopted and repurposed from the Syriac Aramaic alphabet to fill in gaps (including the number glyphs). Even so, other liberties in interpreting the meaning of glyphs were taken to create a complete cipher for game play. So, don't take the table too seriously.

Mystic Class List

We start with a table laying out how the various Mystic Classes relate to one another.

Mystic Class List

Initiate Classes	Veteran Classes		
<u>Behdin Neophyte</u>	<u>Army Officer</u>	<u>Archer</u> <u>Swordsman</u>	<u>Master Archer</u> <u>Champion</u> <u>Master Swordsman</u>
	<u>Behdin</u>	<u>Docent</u> <u>Magus</u>	<u>Astromancer</u> <u>Black Mage</u> <u>Illusionist</u> <u>Magician</u> <u>Thaumaturgist</u> <u>Warlock</u> <u>White Mage</u> <u>Hermit</u> <u>Hierophant</u>
	<u>Dark Spiritualist</u>	<u>Mentalist</u>	
	<u>Gray Spiritualist</u>	<u>Hermit</u> <u>Hierophant</u> <u>Mentalist</u>	
	<u>Marauder</u> <u>Persian Immortal</u>	<u>Explorer</u> <u>Archer</u> <u>Swordsman</u>	<u>Master Archer</u> <u>Master Swordsman</u>
	<u>Shining Spiritualist</u>	<u>Hermit</u>	<u>Hierophant</u> <u>Mentalist</u>
<u>Dervish Neophyte</u>	<u>Dervish</u>	<u>Docent</u> <u>Hashashim Fidai</u> <u>Hermit</u> <u>Master Dervish</u> <u>Mystagogue</u> <u>Shining Spiritualist</u>	<u>Hierophant</u> <u>Hierophant</u> <u>Hierophant</u>
	<u>Gray Spiritualist</u>	<u>Hermit</u> <u>Hierophant</u> <u>Mentalist</u>	
	<u>Sheik</u>	<u>Emir</u> <u>Swordsman</u>	<u>Master Swordsman</u>
<u>Friar / Monk / Nun</u>	<u>Abbot / Abbess</u> <u>Hermit</u>	<u>Mystagogue</u> <u>Saint</u> <u>Hierophant</u> <u>Mentalist</u> <u>Mystic Knight</u> <u>Mystagogue</u> <u>Shining Spiritualist</u>	<u>Paladin</u>
	<u>Sherwood Outlaw</u> <u>Stavesman</u>	<u>Archer</u> <u>Master Stavesman</u>	<u>Master Archer</u>
<u>Gallant</u>	<u>Abbot / Abbess</u>	<u>Mentalist</u> <u>Saint</u>	<u>Hierophant</u>
	<u>Hermit</u> <u>Mystagogue</u> <u>Mystic Knight</u>	<u>Saint</u> <u>Mentalist</u> <u>Knight</u> <u>Paladin</u> <u>Saint</u>	<u>Champion</u>
<u>Kabbalist Initiate</u>	<u>Kabbalist</u>	<u>Hermit</u> <u>Mentalist</u> <u>Master Kabbalist</u> <u>Shining Spiritualist</u>	<u>Mystagogue</u> <u>Mystagogue</u>
	<u>Slinger</u>	<u>Stavesman</u>	<u>Mystagogue</u> <u>Master Stavesman</u>

Mystic Classes

Mystic Class List (continued)

Initiate Classes	Veteran Classes		
<u>Mujahid</u>	<u>Dark Spiritualist</u>	<u>Mentalist</u>	<u>Hermit</u>
	<u>Dervish</u>	<u>Gray Spiritualist</u>	<u>Hierophant</u>
		<u>Hermit</u>	<u>Hierophant</u>
		<u>Master Dervish</u>	
		<u>Mystagogue</u>	<u>Hierophant</u>
		<u>Shining Spiritualist</u>	<u>Hierophant</u>
	<u>Hashashim Fidai</u>	<u>Assassin</u>	<u>Master Assassin</u>
		<u>Mystagogue</u>	
	<u>Swordsman</u>	<u>Master Swordsman</u>	
	<u>Psychic</u>	<u>Dark Spiritualist</u>	<u>Mentalist</u>
			<u>Hierophant</u>
<u>Gray Spiritualist</u>		<u>Hermit</u>	
		<u>Hierophant</u>	
<u>Shining Spiritualist</u>		<u>Mentalist</u>	
	<u>Hermit</u>	<u>Hierophant</u>	
		<u>Mentalist</u>	

Mystic Class Descriptions

This section contains descriptions of the various Mystic Classes.

Mystic Initiate Class Descriptions

Behdin Neophyte

A Behdin is a follower of Zoroaster. A Behdin Neophyte is therefore one who was recently indoctrinated into the Zoroastrian religion. Behdins believe that the world was created by the one, true, God: Ahura Mazda. Further, the world is divided into Good and Evil. Anything created by Ahura Mazda is Good. Anything caused by the decay of creation, or Chaos, is Evil. The Behdins believe that living a good life brings happiness while devoting oneself to evil brings unhappiness. Therefore, Behdins strive to continually better themselves through good thoughts and deeds. As such, they are Mystics. However, they do not believe as many other Mystics do that denying oneself of wealth and pleasure is a means to spiritual purification. Rather, such denials rob a person of much of what life is about.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Zoroastrian faction.

Traits

The character must accept the Trait “Asceticism and Temperance hinder Spiritual growth”.

Gifts

Desert Wisdom, First Aid, Raising Morale, Reading and Writing Aramaic Script or Cuneiform (choose one), Speaking Aramaic or Persian (choose one)

Academic Skills

Versed (+2) in: Desert Lore, Knowledge
Reviewed (+1) in: Theology

Martial Proficiencies

Reviewed (+1) in: Wielding Scimitars

Mystic Skills

Versed (+2) in: Revelation

Dervish Neophyte

A Dervish is a member of the Muslim religion that studies the mysteries of the soul to bring them closer to Allah. To do this, they shun material wealth, and live a simple life promoting brotherhood among men, although they will defend themselves if attacked.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Muslim faction.

Traits

The character must accept the Trait “Material wealth distracts from God”.

Gifts

Desert Wisdom, First Aid, Reading and Writing Arabic Script, Speaking Arabic

Academic Skills

Reviewed (+1) in: Desert Lore, Theology

Martial Proficiencies

Reviewed (+1) in: Wielding Scimitars

Mystic Skills

Reviewed (+1) in: Asceticism

Friar / Monk / Nun

A Friar, Monk, or Nun is a devoted Catholic who has sworn themselves to a life of celibacy and poverty. Removal of the temptations of material possessions and pleasures of the flesh enable these holy people to purify their souls. Their devotion and faith enables them to perform miraculous feats, which they believe flow directly from God rather than any feeble ability they possess.

As a rule, monks and nuns cloister themselves within their monastery or convent and do not venture forth into the world, as they desire a quiet life of contemplation to perfect their spirituality. Of course, even these solemn people do need to get out if the need is dire enough. Friars, on the other hand, are charged with any number of worldly missions by the church. This pushes them out beyond the walls of their conclaves and forces them to frequently interact with the laymen.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Catholic faction.

Traits

The character must accept the Trait “My needs are few”.

Gifts

First Aid, Reading and Writing Latin or Gothic Script (choose one), Speaking Latin, Taunting, Woodland Wisdom

Academic Skills

Reviewed (+1) in: Herb Lore, Theology

Martial Proficiencies

Reviewed (+1) in: Wielding Quarterstaves

Mystic Skills

Reviewed (+1) in: Asceticism, Sanctity

Trade Skills

Reviewed (+1) in: Bloodletting, Concocting Herbal Balms, Foraging, Gardening, Herbal Remedy

Gallant

A Gallant is a chivalrous fighter/mystic following the Arthurian and/or Crusader traditions of Catholicism. Although it is not an absolute requirement that the Gallant ultimately become an actual Knight, members that are not already trained in some other fighting style (e.g. Swordsman) are highly encouraged to do so. Typically, any individual selected for Gallant training is also well groomed in the subtle arts of flirtation and flattery, which are most effectively applied to wooing the opposite sex.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Arthurian or Crusader factions.

Gifts

Beguiling, First Aid, Reading and Writing Latin or Gothic Script (choose one), Speaking Latin

Academic Skills

Reviewed (+1) in: Theology

Martial Proficiencies

Reviewed (+1) in: Wielding a single Proportional or Oversize Close Combat Weapon or Polearm of their choice

Mystic Skills

Reviewed (+1) in: Sanctity, Temperance

Kabbalist Initiate

A Kabbalist Initiate is a devoted Jew who has sworn themselves to the study of the Kabbalah, or Jewish Mysticism. For some Kabbalistic schools, overcoming the temptations of the body is a concern. For others, it is not. What is important for all, though, is the goal of achieving spiritual enlightenment so that matters of the physical realm no longer matter. The Kabbalist Initiate is at the very beginning of this journey, and must find their own way to their destination. Although their faith often results in miraculous events continually protecting and guiding them, Kabbalists know that these seemingly magical occurrences result from Yahweh’s direct intervention on their behalf, rather than any skills that they personally possess.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Jewish faction.

Traits

The character must accept the Trait “I must live a righteous life”.

Gifts

First Aid, Reading and Writing Aramaic or Hebrew Script (choose one), Speaking Hebrew

Academic Skills

Reviewed (+1) in: Philosophy, Theology

Martial Proficiencies

Reviewed (+1) in: Wielding Falcatas (esp. Sica), Wielding Quarterstaves, Using Slings

Mystic Skills

Reviewed (+1) in: Sanctity

Mujahid

A Mujahid (plural Mujahideen) is a member of the Muslim religion who has sworn to undertake a holy quest for Islam, a jihad. The quest need not be violent in nature. Rather, it could be as simple as providing for poor fellow Muslims. Indeed, Mujahideen are taught that the greatest jihad is the battle one fights with one's own internal demons.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Islamic faith.

Gifts

First Aid, Reading and Writing Arabic Script, Speaking Arabic

Academic Skills

Reviewed (+1) in: Philosophy, Theology

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Daggers, Wielding Scimitars

Mystic Skills

Reviewed (+1) in: Conviction, Revelation

Psychic

A Psychic is a person with a sixth sense, the ability to observe the spiritual realm and even predict the future, albeit to a limited degree.

People with the requisite mental abilities to become Psychics are considered a precious and highly prized resource, so rarely will a master of the mystic arts refuse to apprentice any eligible candidate. Unfortunately, the Mystic's arts are so demanding that all Psychics must sacrifice much to practice their Mystical Disciplines.

Prerequisites

The character must already possess the gift of Mystical Beckoning.

Gifts

First Aid, Reading and Writing a Common Script

Mystic Skills

Reviewed (+1) in: Revelation

Martial Proficiencies

Reviewed (+1) in: Using a single Close Combat, Polearm, or Range Weapon of their choice

Mystic Veteran Class Descriptions

Abbot / Abbess

An abbot or abbess is the head of a Catholic monastery or convent. Like those under their leadership, these individuals practice an ascetic life of sacrament and servitude. Due to their devout nature, these holy people often witness miraculous events transpiring around them, for which they give thanks to God.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Catholic faction. Further, the character must have attained 7th rank in one of the following: Asceticism, Sanctity, or Temperance.

Traits

The character must accept the Trait "My needs are few".

Gifts

First Aid, Pontificating, Reading and Writing Gothic or Latin Script (choose one), Speaking Latin

Academic Skills

Versed (+2) in: Herb Lore, Theology

Mystic Skills

Reviewed (+1) in: Asceticism, Sanctity, Temperance

Trade Skills

Versed (+2) in: Mending

Behdin

A Behdin is a follower of Zoroaster, and is therefore a member of the Zoroastrian religion. Behdins believe that everything in the world can be classified as Good or Evil, and that it is a man's duty to choose Good over Evil. Ahura Mazda, the one and only true God and the creator of all that is Good, will eventually overthrow Evil and reward those that served the cause of Good.

Behdins are Mystics, in that they strive to think good thoughts and perform good deeds in order to purify themselves. However, they strongly adhere to the believe that spiritual purification cannot be attained by denying oneself material wealth or physical pleasures. These things are an integral part of life, and are necessary elements in supporting one's family. Further, Behdins value education greatly and their religion sees no distinction between the spiritual and physical realms.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Zoroastrian faction. Further, the character must have attained 6th rank in Revelation, Conviction, or Sanctity.

Gifts

Magic Sense, Pontificating, Reading and Writing Aramaic, Cuneiform, or Cyrillic Script (choose one), Speaking Persian

Academic Skills

Versed (+2) in: Knowledge, Philosophy, Theology

Mystic Skills

Versed (+2) in: Conviction, Revelation

Reviewed (+1) in: Sanctity

Dark Spiritualist

Dark spiritualists use their formidable powers to subdue and enslave others. They are motivated by a driving ambition to immortalize themselves in history and glorify their own names through sinister deeds. Of course, even a dark spiritualist must maintain a strict control over the material possessions they own since the alternative is to lessen their own formidable powers. If their slaves are wealthy, though, that is not their concern.

Prerequisites

The character must already possess the gift of Mystical Beckoning and attain 6th rank in Revelation or Conviction.

Mystic Skills

Versed (+2) in: Conviction, Revelation

Trade Skills

Versed (+2) in: Brainwashing

Reviewed (+1) in: Identifying Poisons

Dervish

A Dervish is a member of the inner-most Mystical circle of Islam. Their goal is to repair the damage they have done to their own soul through sin, and to focus their life on Allah. To do that, they must shun excessive material possessions and strictly obey the dictates of the Koran.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Muslim faction. Further, the character must have attained 6th rank in one of the following: Asceticism, Conviction, or Temperance

Traits

The character must accept the Trait “Material wealth distracts from God”.

Gifts

Dancing, Desert Wisdom, Reading and Writing Arabic Script, Speaking Arabic

Academic Skills

Versed (+2) in: Desert Lore, Theology

Reviewed (+1) in: Philosophy

Mystic Skills

Reviewed (+1) in: Asceticism, Conviction, Temperance

Trade Skills

Reviewed (+1) in: Riding Equines

Gray Spiritualist

Gray spiritualists have a philosophy that drives them toward perfection of their Mystical abilities, without consideration of what those abilities may attain. They are unconcerned with what their powers can do to improve the lives of the many oppressed people of the world, nor do they care about how their abilities might be used to increase their own influence. Instead, they are focused on expanding their own mental awareness of the surrounding universe. In this way, they hope to attain an absolute understanding of reality. When this is accomplished, they believe that they will become unfettered by worldly bonds and rise to a plane of pure thought. In other words, they will finally find meaning to what is otherwise a bleak and cold existence.

Prerequisites

The character must already possess the gift of Mystical Beckoning and attain 6th rank in Revelation or Asceticism.

Academic Skills

Reviewed (+1) in: Philosophy

Mystic Skills

Versed (+2) in: Asceticism, Revelation

Hashashim Fidai

A Hashashim Fidai is a full-fledged member of Nizari-Ismaili cult, who has sworn to lay down their life for the Nizari Ismaili sect of Islam. The order is based on the teachings of the founding master Hasan-i-Sabah.

Occasionally, the cult leader will order one of their underlings to slay themselves merely to prove the blind devotion of their followers. Fortunately, it is exceptionally rare for any leader to demand this sacrifice of any Mystic, since it is the Mystics that bring in the new “recruits.”

All members of the cult are expected to train in the various arts of assassination and killing. Common cult members have little leeway in their career aspirations. However, the cult Mystics are given a great deal of freedom in this regard. The specific forms that any individual Mystic studies is left largely in each devotee’s hands, although all Hashashim believe that any miracles that are fulfilled as a consequence of their devotion come directly from Allah rather than their own abilities. For those indoctrinated into Hashashim society, training in all assassination techniques is easily obtained.

A Hashashim Fidai’s responsibilities are many and their devotion to their order absolute. They are a machine, carrying out commands from their superiors without remorse or mercy. Only in this way can the oppressed Hashashim order survive the centuries. The traditional outfit of the fidais consists of fiery red turbans, boots, and belts that contrast sharply with brilliant white robes.

Prerequisites

The character must already possess the gift of Mystical Beckoning, must have a follower of the Nizari Ismaili faction (a Muslim sub-faction), and must satisfy all of the following requirements:

- 8th rank in any Dagger or Scimitar
- 6th rank in Conviction, Revelation, or Temperance

Gifts

Medieval-Style Fighting, Reading and Writing Arabic Script, Speaking Arabic

Academic Skills

Versed (+2) in: Theology

Mystic Skills

Versed (+2) in: Conviction, Revelation

Reviewed (+1) in: Temperance

Trade Skills

Versed (+2) in: Identifying Poisons, Urban Stealth, Sneaking, Stunning

Hermit

Sometimes people become so disgusted with civilization and the company of others that they decide to live in total isolation. They trek out into the countryside and build crude cabins or live in caves to live in seclusion and quiet contemplation. They learn through their harsh life many skills necessary to survive in the wilderness. When encountered they rarely welcome visitors, although they may help someone in desperate need for a short while. They may join up with small bands of adventurers but usually choose to “go it alone.”

Prerequisites

The character must already possess the gift of Mystical Beckoning. Further, the character must have attained 8th rank in two of the following: Asceticism, Revelation, and Temperance.

Traits

The character must accept the Trait “Hates Civilization”.

Gifts

First Aid, Swampland Wisdom, Wilderness Wisdom

Academic Skills

Versed (+2) in: Beast Lore, Herb Lore, Swamp Lore, Wood Lore

Martial Proficiencies

Reviewed (+1) in: Using Slings

Mystic Skills

Versed (+2) in: Asceticism, Revelation, Temperance

Trade Skills

Specialized (+3) in: Beast Handling, Foraging

Versed (+2) in: Concocting Herbal Balms, Curing,

Reviewed (+1) in: Gardening, Harvesting, Quartering, Mending, Setting Rural Traps, Tracking, Wood Working, Tailoring

Hierophant

A hierophant is a Mystic that has attained such perfection in their own spiritual purity that they are able to project their will to control the very elements. A hierophant can miraculously lift objects into the air, deliver deadly mental blows, and even levitate themselves and others. Not surprisingly, all such individuals have the respect and admiration of all Mystics.

Prerequisites

The character must have the gift of Mystical Beckoning, and must gain 10th rank in two of the following: Asceticism, Revelation, and Sanctity.

Gifts

Magic Sense

Academic Skills

Specialized (+3) in: Theology

Mystic Skills

Specialized (+3) in: Asceticism, Revelation, Sanctity

Kabbalist

A Kabbalist is a fully trained student of Jewish Mysticism, capable of acting as Moreh (tutor) to those seeking the path of Kabbalah. Kabbalists prize education very highly, believing it to be a duty to learn about all of God's creation.

Prerequisites

The character must already possess the gift of Mystical Beckoning, must be a follower of the Jewish faith, and must attain 6th rank in one of the following: Asceticism, Revelation, or Sanctity.

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

First Aid, Magic Sense, Pontificating, Reading and Writing Aramaic or Hebrew Script (choose one), Speaking Hebrew

Academic Skills

Versed (+2) in: History, Knowledge, Philosophy, Theology

Fantasia Skills

Reviewed (+1) in: Illustration

Mystic Skills

Reviewed (+1) in: Asceticism, Revelation, Sanctity

Magus

The Magi were renowned priests of the Zoroastrian faith, which was the official religion of ancient Persia. The Magi were so feared and respected in ancient times that the entire concept of miracle working based on personal knowledge rather than divine power originates from the Greek perception of the Persian Magi. In fact, that the very terms “mage”, “magician”, and “magic” derive from its name. Being both Mystic and Mage, a Magus seeks both spiritual purity and superior knowledge of the occult arts. As such, it is one of the most demanding of paths.

Prerequisites

The character must be a member of the Zoroastrian faction, must possess the gifts of both Occult Beckoning and Mystical Beckoning, and must satisfy one of the following groups of requirements:

- 6th rank in Star Lore
- 9th rank in two of the following lores: Chaos Lore, Law Lore, Sky Lore, and Vision Lore.
- 11th rank in one of the following lores: Chaos Lore, Law Lore, Sky Lore, and Vision Lore
- 9th rank in Sanctity

Gifts

Magic Sense, Reading and Writing Arabic, Aramaic, Cuneiform, or Cyrillic Script (choose one), Speaking Arabic, Aramaic, or Persian (choose one)

Academic Skills

Specialized (+3) in: Knowledge, Philosophy

Versed (+2) in: Theology

Mystic Skills

Specialized (+3) in: Sanctity

Occult Skills

Specialized (+3) in: Star Lore

Versed (+2) in: Chaos Lore, Duelling, Law Lore, Sky Lore, and Vision Lore

Master Dervish

A Master Dervish is a spiritual leader in the Muslim world, having proven their unwavering devotion to the dictates of Islam. Their primary responsibility is to spread the word of the Prophet throughout the world, and to pass on their spiritual knowledge to those seeking the Tariqah, or ascetic path to enlightenment.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must have the Dervish class. Further, the character must have attained 11th rank in two of the following Asceticism, Conviction, and Temperance.

Traits

The character must accept the Trait “Never sway from Divine Law”.

Gifts

Reading and Writing an Archaic Script, Speaking an Archaic Language

Academic Skills

Expert (+4) in: Theology

Specialized (+3) in: Philosophy

Mystic Skills

Expert (+4) in: Asceticism, Conviction, Temperance

Master Kabbalist

A Master Kabbalist is a revered instructor of Jewish Mysticism and a widely recognized scholar of the Torah. Students of the Kabbalah flock to them seeking whatever insights they can impart on their quest for spiritual perfection.

Prerequisites

The character must possess the gift of Mystical Beckoning and must have the Kabbalist class. Further, they must have attained 13th rank in two of the following: Asceticism, Revelation, and Sanctity.

Gifts

Attracting Followers, Reading and Writing Aramaic, Cuneiform, Greek, Hieroglyphics, or Hebrew Script (choose one), Speaking Aramaic, Egyptian, Greek, or Hebrew (choose one)

Academic Skills

Expert (+4) in: Theology

Specialized (+3) in: Philosophy

Mystic Skills

Expert (+4) in: Asceticism, Revelation, Sanctity

Mentalist

A mentalist is a mystic who sharpens their mind to such a degree that they have power not only over their own mind, but also those of the people around them. They are also the mental masters of the physical world around them, and have a keen awareness of the Astral Realm.

Prerequisites

The character must have the gift of Mystical Beckoning, and must gain 10th rank in two of the following: Asceticism, Conviction, and Revelation.

Mystic Skills

Specialized (+3) in: Asceticism, Conviction, Revelation

Trade Skills

Specialized (+3) in: Brainwashing

Mystagogue

The mystagogues are among the most feared of all Mystics. Their power and influence over the spiritual realm is awe-inspiring, which often sees them rise in political power to rival that of kings. Each is invariably the leader of their own cult or secret society.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must attain 10th rank in two of the following: Conviction, Sanctity, and Temperance.

Mystic Skills

Specialized (+3) in: Conviction, Sanctity, Temperance

Mystic Knight

A Mystic Knight is a devout Christian warrior trained to defend the poor and weak. They are expected to forswear material wealth and personal glory and to show unswerving courage in the face of overwhelming opposition. Their primary duty is to defend the people and lands from all those opposing their faith. In meeting this responsibility, death is preferable to failure.

Prerequisites

The character must already possess the gift of Mystical Beckoning, must be a follower of the Arthurian or Crusader factions, and must satisfy all of the following requirements:

- 8th rank in two of the following: Revelation, Sanctity, and Temperance
- 8th rank in wielding any Close Combat or Polearm weapon

Gifts

Defending with Oversize Shield, Jousting, Reading and Writing Gothic or Latin Script (choose one), Speaking Hebrew or Latin (choose one)

Trade Skills

Reviewed (+1) in: Riding Equines

Academic Skills

Versed (+2) in: Theology

Reviewed (+1) in: Philosophy

Martial Proficiencies

Versed (+2) in: Wielding Shields

Mystic Skills

Versed (+2) in: Revelation, Sanctity, Temperance

Martial Proficiencies

Versed (+2) in: Wielding any single Close Combat or Polearm Weapon of the character's choice.

Paladin

The term "paladin" originally referred to the foremost knights of Charlemagne's court, first appearing in the fable The Song of Roland²⁵⁶. A paladin is a Christian knight of the highest order, considered to be on a spiritual par with the saints. Having proven their antipathy for material goods and a mastery of the Christian ethic, they are the living embodiment of chivalry. Many less spiritually mature knights believe paladins to remain on the worldly realm more out of a desire to lead others away from their physical bonds than any need to stay. Needless to say, such individuals have attained the highest respect of their knightly brethren.

Prerequisites

The character must possess the gift of Mystical Beckoning and must be a Mystic Knight. Further, they must satisfy one of the following groups of requirements:

- 13th rank in two of the following: Revelation, Sanctity, and Temperance
- 13th rank in a single Close Combat or Polearm weapon

Gifts

Reading and Writing Aramaic, Gothic, Latin, or Ogham Script (choose one), Speaking Aramaic, Gaulish, Greek, or Latin (choose one)

Academic Skills

Specialized (+3) in: Theology

²⁵⁶ Roland was the most renowned of all the paladins. In Spain, he was known as Orlando, and his exploits were also recounted in the epic poem Orlando Furioso.

Martial Skills

Reviewed (+1) in: Disarming Opponents

Mystic Skills

Expert (+4) in: Revelation, Temperance, Sanctity

Saint

A Saint is a truly selfless, holy member of the Catholic faith. Although the title of “Saint” is only officially recognized after the death of the individual, it is a posthumous honorific assigned to a person that the Catholic church identifies as having been a saint in life. That is, a Saint is a potent advocate for the faith for which there is documented evidence of their divine nature. The populace often recognizes a true saint as such before any official decree is made. The convictions of a saint are so strong that they often clash with the social norms of the societies in which they live. As saints are so influential, their speeches and pronouncements usually upset the social order. Saints, therefore, often make enemies of those whose power rests on the status quo. Unfortunately, this often leads to the saint's martyrdom.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must be a member of the Catholic faction. Further, the character must have attained 11^h rank in two of the following: Conviction, Revelation, and Sanctity.

Traits

The character must accept the Trait “Love thy neighbor as thyself”.

Gifts

Pontificating, Reading and Writing Aramaic, Gothic Greek, or Latin Script (choose one), Speaking Aramaic, Greek, or Latin (choose one)

Academic Skills

Expert (+4) in: Theology

Mystic Skills

Expert (+4) in: Conviction, Revelation

Specialized (+3) in: Sanctity

Shining Spiritualist

Shining spiritualists are devoted to using their mental powers for the benefit of the suffering and the poor. Often, this means pitting their abilities directly against those of other Mystics who have a far darker outlook on life. Their devotion to good has brought an almost religious mystique to their profession. In fact, the unlearned often mistake shining spiritualists for monks or priests. This impression often helps them to obtain aid in attaining their goodly goals. Consequently, shining spiritualists do little to discourage the belief, even though they also do not actively encourage it.

Prerequisites

The character must already possess the gift of Mystical Beckoning and must attain 6th rank in either Revelation or Temperance.

Gifts

First Aid, Magic Sense

Mystic Skills

Versed (+2) in: Revelation, Temperance

Trade Skills

Versed (+2) in: Mending

Mystic Skill Domain

Mysticism is the third branch of professional spell-casting, the other two being paganism and occultism (magecraft).

Mystics are people who are able to perform miraculous feats as a consequence of strict self-discipline in shunning the material world in favor of the spiritual.

The use of Mystical Powers requires a person to possess a soul. Unfortunately, only mortals have souls. So, members of the ageless races, who have spirits rather than souls, cannot normally become Mystics. An ageless character that marries a mortal, though, joins their spirit with their mate's

Skill Domains	Root Skills
Mystic	<u>Asceticism</u> (Mind over Matter)
	<u>Conviction</u> (Mind over Mind)
	<u>Revelation</u> (ESP)
	<u>Sanctity</u> (Mind over Magic)
	<u>Temperance</u> (Mind over Body)

Mystic Skill Descriptions

Listed hereafter are the various Mystical Disciplines practiced by Mystics in this game. Their primary purpose is to act as prerequisites to other abilities known as Mystical Powers.

Most Mystics are monotheists. That is, they believe in a single all-powerful deity that oversees the world and influences the lives of individuals. As such, the majority of Mystics are quite religious, and believe their power flows from God, rather than their own spirit.

Religion and belief in a single God is not a requirement to being a Mystic, however. “Psychic” is a more modern term for a Spiritualist-style Mystic having less emphasis on religion and more of a focus on personal mental ability. For players desiring a more psychic-oriented character, alternate names for the various Mystical Disciplines are provided.

soul and thereby becomes a mortal capable of practicing Mysticism.

Mystic Skill Table

The following table provides a general overview of Mythmagica’s Mystic Domain skill hierarchy. The table has the Mystic Root Skills on the left. Skills defaulting to a Root Skill are listed in the two columns to its right. The capabilities of any derived skill may be provided by a more general skill from which it is derived, either directly or indirectly. Root skills are the most general type of skill, and do not default to anything.

Asceticism

Prerequisites: This discipline can only be learned by obtaining a class that grants it. Further, it requires the character to possess a soul, which thereby requires them to be mortal.

Description: Also known as Mind over Matter, Asceticism is the Mystical Discipline of freeing the mind from any dependency upon or desire for material things. By shunning material possessions, an ascetic unburdens themselves from any grip the material world has on them. The more successfully accomplished, the more power an ascetic gains over the material world instead.

Mystical Powers associated with Asceticism enable a person to telekinetically move and manipulate physical objects.

Defaults To: None *Base:* 16

Ability Type: Utilitarian

Action Time: Variable. The Action Time is detailed by the specific Mystical Power being performed.

Other Details: Conflict Rolls are detailed by the specific Mystical Power being performed.

Conviction

Prerequisites: This discipline can only be learned by obtaining a class that grants it. Further, it requires the character to possess a soul, which thereby requires them to be mortal.

Description: Also known as Mind over Mind, Conviction is the Mystical Discipline of devotion and singleness of purpose. It gives the practitioner mental tenacity and considerable influence over the perceptions and opinions of others.

Mystical Powers associated with Conviction enable a Mystic to sense emotions, render objects to be beneath the notice of others, telepathically project their thoughts into other peoples' minds, and shield themselves from mental influences.

Defaults To: None *Base:* 16

Ability Type: Utilitarian

Action Time: Variable. The Action Time is detailed by the specific Mystical Power being performed.

Other Details: Conflict Rolls are detailed by the specific Mystical Power being performed.

Revelation

Prerequisites: This discipline can only be learned by obtaining a class that grants it. Further, it requires the character to possess a soul, which thereby requires them to be mortal.

Description: Also known as ESP, Revelation is a Mystical Discipline emphasizing meditation and clearing the mind of all thought. Doing so enables a person to acquire information about the world by reaching out with the mind and soul.

Mystical Powers associated with Revelation enable a person to read the thoughts of others, see into distant places, and foresee the future.

Defaults To: None *Base:* 16

Ability Type: Utilitarian

Action Time: Variable. The Action Time is detailed by the specific Mystical Power being performed.

Other Details: Conflict Rolls are detailed by the specific Mystical Power being performed.

Sanctity

Prerequisites: This discipline can only be learned by obtaining a class that grants it. Further, it requires the character to possess a soul, which thereby requires them to be mortal.

Description: Also known as Mind over Magic, Sanctity is the Mystical Discipline of purity, godliness, and personal holiness. It shields a person from any influences that may taint that spiritual righteousness and enables a Mystic to project their divinity elsewhere. This gives a Mystic potent influence over magic.

Mystical Powers associated with Sanctity enable a person to reflect offensive magic targeting them, extend their own soul into items to give them magical qualities, and reshape the areas and ranges of spells.

Defaults To: None *Base:* 16

Ability Type: Utilitarian

Action Time: Variable. The Action Time is detailed by the specific Mystical Power being performed.

Other Details: Conflict Rolls are detailed by the specific Mystical Power being performed.

Temperance

Prerequisites: This discipline can only be learned by obtaining a class that grants it. Further, it requires the character to possess a soul, which thereby requires them to be mortal.

Description: Also known as Mind over Body, Temperance is the Mystical Discipline of freeing the mind from the desires and needs of the body. By abstaining from the distractions of physical pleasure and sensation, a Mystic unburdens themselves from any grip their body has over them. Once accomplished, the Mystic gains power over their body instead.

Mystical Powers associated with Temperance enable a person to dramatically increase their strength, agility, and other physical attributes. It also enables them to accelerate the healing process of their own body and sustain their body without nourishment for extended periods.

Defaults To: None *Base:* 16

Ability Type: Utilitarian

Action Time: Variable. The Action Time is detailed by the specific Mystical Power being performed.

Other Details: Conflict Rolls are detailed by the specific Mystical Power being performed.

Mystic Powers

Mystic Power Lists

Asceticism (Mind over Matter)

Mystic Power	Asceticism Rank
<u>Boost Reach</u>	8
<u>Crushing Force</u>	9
<u>Mental Agility</u>	2
<u>Mental Arm</u>	13
<u>Mental Blast</u>	10
<u>Mental Craftiness</u>	5
<u>Mental Leap</u>	3
<u>Mental Restraint</u>	6
<u>Mental Shove</u>	2
<u>Mental Tug</u>	7
<u>Pyrokinesis</u>	2
<u>Telekinesis</u>	1
<u>Transubstantiate</u>	11

Conviction (Mind over Mind)

Mystic Power	Conviction Rank
<u>Enervating Halo</u>	9
<u>Entrance</u>	14
<u>Frighten</u>	4
<u>Mental Block</u>	12
<u>Mental Distraction</u>	1
<u>Mental Fog</u>	3
<u>Mental Probe</u>	9
<u>Mental Shield</u>	1
<u>Mental Stealth</u>	6
<u>Mesmerize</u>	7
<u>Sedate</u>	7
<u>Soothe</u>	3
<u>Stupefy</u>	10
<u>Telepathy</u>	5
<u>Tormenting Touch</u>	1

Revelation (ESP)

Mystic Power	Revelation Rank
<u>Astral Projection</u>	9
<u>Blind Sight</u>	3
<u>Mental Perception</u>	1
<u>Precognition</u>	5
<u>Psychometry</u>	1
<u>Read Emotions</u>	1
<u>Read Thoughts</u>	7

Sanctity (Mind over Magic)

Mystic Power	Sanctity Rank
<u>Beatific Halo</u>	9
<u>Bless Holy Water</u>	8
<u>Cure Disease</u>	9
<u>Disrupt Magic</u>	10
<u>Disrupt Unending Magic</u>	5
<u>Empower Siphoning Relic</u>	7
<u>Empower Taxing Ornatum</u>	7
<u>Magic Prescience</u>	1
<u>Magic Reflection</u>	9
<u>Magic Repulsion</u>	7
<u>Marshall Guardian Angel</u>	15
<u>Mental Transfer</u>	1
<u>Redemption</u>	11
<u>Resurrect</u>	13
<u>Righteous Weapon</u>	5
<u>Sanctify Colossal Area</u>	13
<u>Sanctify Great Area</u>	9
<u>Sanctify Zone of Ascendancy</u>	8
<u>Spiritual Injection</u>	3
<u>Unworldly Weapon</u>	5

Temperance (Mind over Body)

Mystic Power	Temperance Rank
<u>Defiance</u>	1
<u>Mend Bone</u>	7
<u>Mend Disfigurement</u>	11
<u>Mend Immobility</u>	8
<u>Mend Sight</u>	10
<u>Mend Sprain</u>	5
<u>Mental Fortitude</u>	5
<u>Mental Strength</u>	1
<u>Mental Toughness</u>	3
<u>Minister</u>	4
<u>Radiant Healing</u>	4
<u>Spiritual Healing</u>	3
<u>Spiritual Sustenance</u>	7
<u>Treat Disease</u>	8
<u>Verve</u>	2

Mystic Power Descriptions***Mystic Powers~A*****Astral Projection**

Mystical Discipline Requirements: Revelation: 9

Description: Astral Projection disassociates a Mystic's soul from their body. In so doing, their spirit roams the Astral Plane, also known as the Realm of Dreams. In this way, the Mystic gains the ability to enter the dreams of any dreaming creature. The astral plane is also host to many other spiritual domains including heaven, hell, the abyss, purgatory, limbo, and others. As such, it is likely that an astral traveler will encounter any number of Eidolons, both divine and infernal.

Setback Cost: 2 per 20 Minutes Action Time: 20 Minutes

Affected Area: Mystic. Range: 0

Conflict Rolls: None

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Casting Req.: The caster must meditate for 1 hour immediately before Astral Projecting.

Other Details: Since space and distance have no meaning in the dream realm, or at least do not correlate to those of the physical realm, it can be difficult to locate a known creature and enter their dreams. If a creature's true name is known, though, the Mystic can call it out, and that creature will automatically hear the summons. If it so desires, it can either follow the voice to find the Mystic in the dream realm, or call out themselves to let the Mystic find them (or both).

Leaving one's body when performing an Astral Projection is risky. Seen only by the Mystic, a thin silver cord stretches back to their body. If this silver cord is broken, the body dies as the spirit cannot reenter it. Further, while undergoing Astral Projection, the Mystic's body remains comatose and may easily be slain if left unprotected. (Needless to say, a named character's silver cord cannot be cut, and their bodies cannot be slain unless the character is in a Glory Status that allows for death.)

The Astral traveler's wandering spirit may meet some threatening astral monster or demon in the dream realm. If so, the Mystic's retains their normal abilities. If the Mystic's spirit body is killed, the spirit immediately returns to its body, and the Mystic will waken from their dream startled, but otherwise unharmed.

A Mystic may use their Mystic Powers while projecting. However, during astral travel, a Mystic's powers affect the dream realm rather than the real one. For example, Mystic Powers using Temperance will work on the Mystic's astral body. No such actions while wandering the Astral Plane can

affect the physical world.

Mystic Powers~B

Beatific Halo

Mystical Discipline Requirements: Sanctity: 9

Description: This power creates an aura of colorful splendor radiating from the caster that is anathema to undead and demons.

Setback Cost: 2 per Round Casting Req.: None

Action Time: 1 Assault Action Range: 0'

Affected Area: The halo extends to a distance of 5 feet from the caster.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: At the end of the caster's Turn every Round, any demonic or undead creature within the Affected Area must make an Avoidance Roll with Heart and Toughness adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates it sustains Righteous Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates it sustains half this amount.

Other Details: This power illuminates the Affected Area with Dim Light. Further, this power produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Bless Holy Water

Mystical Discipline Requirements: Sanctity: 8

Description: This power imbues a vial of water with magical energy that is anathema to undead and demons.

Action Time: 1 minute. Setback Cost: 9

Affected Area: The power charms a single vial of water.

Duration: Contained. The power charms the vial with magic that persists until used. As such, the vial must be treated as a magic item when considering its possessor's Magic Limit.

Range: Touch

Casting Req.: Verbal, Material. The Mystic must have a vial of water. The water must be clean, but its Quality Level is otherwise irrelevant. The Quality Level of the resulting Holy Water equals the Mystic's rank in this power.

Conflict Rolls: None

Other Details: This spell transforms common water into become Holy Water, as described in The Wicked Workshop.

Blind Sight

Mystical Discipline Requirements: Revelation: 3

Description: Blind Sight allows a Mystic to "see" in total darkness as if the area surrounding their body were bathed in dim twilight.

Setback Cost: 2 per Round Casting Req.: None.

Action Time: 1 Action Affected Area: Mystic.

Conflict Rolls: None

Range: 5 feet per power rank.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: A Mystic with Blind Sight can distinguish shapes and forms, but has no ability to perceive colors or shades. Thus, they cannot use this power to read, unless the text is carved into some surface. Although its range is limited, all forms of magical darkness have no effect on Blind Sight, since the power does not depend in any way on light.

Boost Reach

Mystical Discipline Requirements: Asceticism: 8

Description: Boost Reach increases the Reach of any natural or melee weapon the Mystic personally wields by 5 feet.

Setback Cost: 2 per Round Action Time: 1 Action

Range: 0 Casting Req.: None.

Affected Area: Mystic Conflict Rolls: None

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: The power does not apply to any touch-based spells or poisons affecting the weapons whose Reach is extended. For example, suppose the Mystic is affected by the Occult spell Manifest Dire Tormenting Touch. In this case their use of Boost Reach would allow them to punch a nearby foe without touching him. But, the untouched foe would not be affected by the Mystic's Tormenting Touch.

Mystic Powers~C

Crushing Force

Mystical Discipline Requirements: Asceticism: 9

Description: Crushing Force allows a Mystic to impose a strong crushing force on the target.

Duration: Instantaneous. Setback Cost: 4 per use

Action Time: 1 Assault Action Range: 80 feet.

Affected Area: One creature or item

Casting Req.: Gestural. A quick hand gesture toward the target in which the Mystic seems to crush an unseen object in their hand.

Conflict Rolls: The target must make an Avoidance Roll with Quality Level and Toughness Adjustments against a Threshold of 10 plus the spell rank plus the Mystic's Heart. Failure indicates the target sustains Crushing Damage equal to 2 per spell rank plus the roll's Margin. Success indicates they sustain half this amount. Note that the Ward of armor has no effect on this damage.

Cure Disease

Mystical Discipline Requirements: Sanctity: 9

Description: This spell cures all diseases, including chronic ones.

Affected Area: 1 creature . Range: Touch

Duration: Instantaneous Action Time: 1 hour

Setback Cost: 22

Casting Req.: Verbal, Gestural. This spell can only be cast on holy grounds of the caster's religion.

Other Details: For the spell to work, the spell rank of the Cure Disease must equal or exceed that of the disease. (See Diseased in the Character Conditions section of The Rules Reference for details on how to determine a disease's Quality Level.)

If the target is afflicted by multiple diseases, the spell treats all of them with a single casting.

Mystic Powers~D

Defiance

Mystical Discipline Requirements: Temperance: 1

Description: Defiance helps temporarily alleviate the most dire effects of Lingering Incapacitation on the Mystic due to injury or disease. They gets a minor boost of energy, enabling them to weakly perform actions.

Setback Cost: 2 per hour

Affected Area: Mystic. Range: 0

Action Time: 1 minute Casting Req.: None.

Conflict Rolls: None

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every hour.

Other Details: If the Mystic has Lingering Incapacitation due to injury or disease (or is otherwise Incapacitated beyond the duration of a Scene for these reasons), they are enabled to walk and perform actions with this power. They may move at half normal Speed, and perform all other actions with an Extreme Drawback, as long as they are not otherwise Overcome.

If the Mystic is once again Overcome, they will actually suffer the full consequences of their Incapacitation until the end of the Scene in which it was imposed. Thereafter, they will once again be able to move and perform actions as stated above as soon as they are no longer Overcome.

Disrupt Magic

Mystical Discipline Requirements: Sanctity: 10

Description: This power enables a Mystic to disrupt the effects of any magical spells within the Affected Area, including those having an Enduring Duration. The negated magic may be of any form, including those of Eldritch, Fantastic, Mystical, Occultist, or Pagan origins.

Action Time: 20 Minutes Setback Cost: 8 per use

Duration: Instantaneous Range: 40 feet

Casting Req.: Gestural. The caster must make a hand gesture toward the area to be disrupted. Further, they cannot be occupied with other activities. All of their mental energies must be focused upon the task.

Affected Area: This power will disrupt any magic within a 10 foot radius. However, it has no impact on anything outside the area. So, if the Affected Area only partly overlaps that of a spell or power, only the overlapping area will be negated. Any portions outside the area are unaffected.

Conflict Rolls: Any spells and powers within the Affected Area must make an Avoidance Roll (using its spell rank as its Quality Level). It must overcome a Threshold of 10 plus the spell rank of this power. Rolls must be made separately for every spell and power in the Affected Area to determine if they are disrupted. Any spell failing its Conflict Roll is permanently disrupted.

Any creature within the area that was animated or conjured through magic may also be affected. All such creatures must similarly make Avoidance Rolls with Hearth Adjustments. Failure indicates the targeted creature sustains Metaphysical Setback equal to 7 plus the roll's Margin. If the creature is Overcome by this power, it is defeated. Any such animated creatures will lose their animation, while conjured creatures will be banished.

Disrupt Unenduring Magic

Mystical Discipline Requirements: Sanctity: 5

Description: This power enables a Mystic to disrupt the effects of any magical spells within the Affected Area having a non-permanent Duration (e.g. anything less than Enduring). The negated magic may be of any form, including those of Eldritch, Fantastic, Mystical, Occultist, or Pagan origins.

Action Time: 1 Assault Action **Setback Cost:** 8 per use

Duration: Instantaneous **Range:** 40 feet

Casting Req.: Gestural. The caster must make a hand gesture toward the area to be disrupted.

Affected Area: This power will disrupt any magic within a 10 foot radius. However, it has no impact on anything outside the area. So, if the Affected Area only partly overlaps that of a spell or power, only the overlapping area will be negated. Any portions outside the area are unaffected.

Conflict Rolls: Only spells and powers with Duration types less than Enduring may be disrupted by this spell. So, this ability cannot destroy any permanent magic items. Any other spells within the Affected Area must make an Avoidance Roll (using its spell rank as its Quality Level). It must overcome a Threshold of 10 plus the spell rank of this power. Rolls must be made separately for every spell and power in the Affected Area to determine if they are disrupted. Any spell failing its Conflict Roll is permanently disrupted.

Any creature within the area that was temporarily animated or conjured through magic may also be affected. All such creatures must similarly make Avoidance Rolls with Heart Adjustments. Failure indicates the targeted creature sustains Metaphysical Setback equal to 7 plus the roll's Margin. If the creature is Overcome by this power, it is defeated. Any such animated creatures will lose their animation, while conjured creatures will be banished.

Mystic Powers~E

Empower Siphoning Relic

Mystical Discipline Requirements: Sanctity: 7

Description: This spell charms an item with a single mystical power that draws its energy from the user.

Action Time: 8 hours

Range: Touch

Affected Area: One Item

Conflict Rolls: None

Duration: Enduring. The charmed item must be treated as a magic item when considering its possessor's Magic Limit.

Setback Cost: 24

Casting Req.: Verbal, Gestural, Material. First, it can only be performed on grounds sanctified to the caster's religion. The relic being charmed must be a fragment (or whole piece) taken from a revered item. For example, a splinter from the staff of a deceased religious leader or a swatch of cloth taken from a martyred saint's robe. The item must be authentic. Further, the relic must have a Quality Level which is at least as great as the Complexity Level of the spell placed on it. (The Complexity Level of a spell equals the highest rank of any Discipline or other skill required to learn the spell. For example, if a spell requires 8th rank in Revelation to learn, the spell has a Complexity Level of 8.) Finally, the Quality Level of the item limits the spell rank. So, a helm of 9th Quality Level that casts Spiritual Healing may cast that spell at no more than 9th spell rank.

Other Details: This spell gives a relic a single power, in the form of a Mystical Power, which may be released by a predetermined triggering action or event. Thus, a Catholic priest may give it the power of casting the Mystical Power Spiritual Healing when the user speaks the phrase, "Please, Lord, grant me health."

At the time of the item's sanctification, the caster must state the action or event that triggers the item. (Short prayers and religious phrases are often used as triggers.)

When a Mystical Power is triggered, the item invokes the power as if it were the caster. Thus, to release a given spell, the relic requires an amount of time equivalent to the power's Action Time.

Note that a user must meet any Cultural Restrictions of a power to use it, if it has any. Further, any powers that require direction to use (such as when targeting another creature) can only be used by characters with the gift of Mystical Beckoning. Further, this power cannot be used to imbue a magic item with any spell having a Duration of Heartfelt (see Empower Taxing Ornamum for how that is accomplished).

The spell rank at which the spells are invoked equals the Quality Level of the item.

The relic's power may be used any number of times, but the

Setback required to cast the spell is drawn from its user (whether that Setback Cost is entirely paid up-front, or is an on-going cost depends on the item's power).

Only spells which are in the empowering caster's personal repertoire and which are directly cast by them into the item may be placed on the relic. Thus, a priest cannot simply pray to place a Spiritual Healing spell on a relic without having the ability to cast that spell. The caster must personally cast the spell into the item at the time it is charmed.

This spell gives any wearable item the ability to automatically size itself to its wearer²⁵⁷. A ring, necklace, belt, or cloak would quickly size itself to be a comfortable fit to its wearer. Its weight also adjusts accordingly. This resizing ability is limited to decreasing the original item's Size Category, though. So, a Medium ring would fit on the finger of a Medium sized Human as easily as that of a Tiny sized Sprite. However, it could not fit itself to the finger of a Large sized giant.

Empower Taxing Ornatum

Mystical Discipline Requirements: Sanctity: 7

Description: This Mystical Power grants a wearable item the ability to imbue its wearer with a single Mystical Power having a Duration of Fixated, Heartfelt, or Opportune. Thereafter, the item becomes an Ornatum²⁵⁸. Any creature thereafter voluntarily donning it is affected by the imbued power, and the Ornatum periodically siphons from its user the power's required Setback Cost, as described in that power's description.

For example, suppose a Mystic uses this ability to imbue a ring with the Precognition power. Thereafter, anyone donning the ring will have the power of Precognition for as long as they wear it. But, the ring will extract the spell's required Setback Cost from its wearer every Round.

Action Time: 8 hours

Setback Cost: 24

Conflict Rolls: None

Range: Touch.

Duration: Enduring. As such, its possessor must treat the resulting Ornatum as a magic item when considering their Magic Limit. The spell imbued into the Ornatum affects its possessor only as long as they wear the item. They may don the Ornatum and remove it as often as desired without affecting its potency in any way.

Affected Area: One wearable item, which becomes a magical Ornatum. The power of the Ornatum thereafter affects any creature wearing it.

Casting Req.: Gestural, Material. The Mystic must use this power on a wearable item, and then cast the power to be imbued into it while on grounds sanctified to the caster's religion. Further, the relic must have a Quality Level which

is at least as great as the Complexity Level of the spell placed on it. (The Complexity Level of a spell equals the highest rank of any Discipline or other skill required to learn the spell. For example, if a spell requires 8th rank in Revelation to learn, the spell has a Complexity Level of 8.) Finally, the Quality Level of the item limits the spell rank. So, a ring of 9th Quality Level that casts Mental Agility may cast that spell at no more than 9th spell rank.

For example, suppose a Mystic is 10th rank in this power and 12th rank in Mental Perception, and he uses them to empower a necklace of 11th Quality Level. In so doing, he creates a Necklace of Mental Perception having a Quality Level of 10.

Other Details: Any Heartfelt power granted to the Ornatum's user counts against the number of Mystical Powers they can have running at any one time.

If the Ornatum's wearer falls unconscious, the Ornatum will stop siphoning Setback from them, and its power will fade, although the Ornatum itself remains unharmed. If the Ornatum is thereafter removed and donned once again, its power will resume.

Further, the power of the Ornatum will fail to take hold on its wearer in the following circumstances:

- The Ornatum's power is a Woe Effect and the wearer already has a Woe Effect on them.
- The Ornatum's power is a Nimbus Effect and the wearer already has a Nimbus Effect on them.

Finally, this spell gives any such wearable item the ability to automatically size itself to its wearer²⁵⁹. A ring, necklace, belt, or cloak would quickly size itself to be a comfortable fit to its wearer. Its weight also adjusts accordingly. This resizing ability is limited to decreasing the original item's Size Category, though. So, a Medium ring would fit on the finger of a Medium sized Human as easily as that of a Tiny sized Sprite. However, it could not fit itself to the finger of a Large sized giant.

Enervating Halo

Mystical Discipline Requirements: Conviction: 9

Description: This power creates a dim aura of purifying light radiating from the caster that is anathema to eidolons, undead, and other magical beings.

Setback Cost: 2 per Round

Casting Req.: None

Action Time: 1 Assault Action

Range: 0'

Affected Area: The halo extends to a distance of 5 feet from the caster.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: At the end of the caster's Turn every Round,

257 The Cloak of Padarn from Celtic myth was said to fit itself to any brave person, but could not be worn by a coward.

258 Ornatum is a Latin term meaning adornment or ornament.

259 The Cloak of Padarn from Celtic myth was said to fit itself to any brave person, but could not be worn by a coward.

Mystic Powers~M

Magic Prescience

Mystical Discipline Requirements: Sanctity: 1

Description: Magic Prescience allows a Mystic to sense the presence of magic, including Eldritch, Fantastic, Mystical, Occultist, and Pagan. It is far more sensitive than the common gift, though. Magic Prescience automatically detects magic auras that specifically target the Mystic. In addition, the Mystic can sense the magical auras of magical spells, powers, and items if they specifically concentrate (that is, they state to the Overlord that they are attempting to do so.) Magic Prescience does not demand the Perception check required by Magic Sense.

Setback Cost: 2 per Round Affected Area: Mystic.

Casting Req.: None. Action Time: 1 Action

Range: 10 feet per power rank.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: Magic Prescience provides a Mystic with a slight warning when spells are about to affect them. As such, the Mystic gains an Edge against magical effects dealing with Conflict Rolls involving their Agility.

Other Details: Magic Prescience enables the Mystic to gauge the relative power of spells and powers. To do so, the Mystic must make a Power Roll with Sanctity and Perception Adjustments against a Threshold of 15. Success indicates the Mystic is able to deduce the exact rank at which a spell or power is cast and can determine whether the magic is Eldritch, Occultist, Fantastic, Pagan, or Mystical. Failure indicates the Mystic can only determine that a spell or power is more or less powerful than others within range.

If a Mystic has this power in effect when an occultist or pagan priest invokes a spell, they will sense when the invocation reaches its climax. This warning comes a split-second before completion of the casting and is perceived in the form of a quickly building bluish light. As stated above, the Mystic will automatically sense any spells or powers targeting them whether they have stated that they are actively sensing or not (they must, of course, be using Magic Prescience at the time). The Mystic will perceive any magic targeting them as a bluish ray of light pointing directly toward them from the source. Thus, the Mystic effectively has a one second forewarning of any such magic affecting them.

Magic Reflection

Mystical Discipline Requirements: Sanctity: 9

Description: Magic Reflection enables a Mystic to redirect a spell or power directly targeting him, including those that are Eldritch, Fantastic, Mystical, Occultist, or Pagan.

Action Time: Magic Reflection is used as a Reaction, not an Action. That is, it is a power used in response to some other character's spell-casting Action, at the moment the spell is released. As such, it does not require the Mystic to expend an Action to use it, and does not interfere with normal combat actions. However, this ability can only be used if the caster has a Reaction to expend in its performance.

Duration: Instantaneous

Setback Cost: 5 per attempt Range: 0

Affected Area: One spell or power targeting the Mystic.

Casting Req.: Gestural. The caster must motion with a relatively flat surface toward the direction from which the spell originates. Typically, the palm of the Mystic's hand is used, but the flat of a blade or a shield will work just as well.

Conflict Rolls: To reflect a spell or power, the Mystic must make a Sanctity Roll with Heart adjustments against a Threshold of 10 plus the rank of the magic being reflected. Failure indicates the magic takes full effect on the Mystic, without the benefit of a Conflict Roll. This is because reflecting magic requires the Mystic to voluntarily remain directly in the its path.

Other Details: If the reflection is successful, the magic is fully reflected back in the direction of its origin. However, it will travel all the way back to its origin only if its remaining Range will carry it back. Thus, if a Mystic standing 40 feet away from a Wizard reflects a Lightning Bolt, the spell will not reach the occultist since Lightning Bolt's range is only 60 feet and the spell can only travel another 20 feet before its range is exhausted.

Note that magic affecting areas or which do not target the Mystic specifically cannot be reflected in this fashion.

Attempting a spell reflection requires the Mystic to know the precise moment that the magic is to be released. But, the Magic Reflection ability does not provide this information, so it must be obtained in some other fashion. The most common means of obtaining this knowledge is through the use of the psychic power Magic Prescience.

A Mystic can attempt to reflect multiple spells in a given Round. Of course, each attempt adds to the Setback total the Mystic sustains at the end of the Round.

When a Mystic attains 13th rank in Sanctity, they can elect to re-direct the magic toward a target other than the originating caster. If this is done, the same rules on Range still apply, but the Mystic is obviously more likely to be able to find an appropriate target within the magic's range.

Magic Repulsion

Mystical Discipline Requirements: Sanctity: 7

Description: Magic Repulsion allows a Mystic to resist the effects of magical spells and powers, including Eldritch, Fantastic, Mystical, Occultist, and Pagan.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Mystic. Range: 0

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round. If they desire, the Mystic may briefly pause the effects of the Magic Repulsion without any Action expenditure and without canceling its effects completely. This may be done to allow the Mystic to use their own Mystical Powers to affect themselves, or to allow friendly spell-casters to affect them with their magic spells. Doing so requires the Mystic to be conscious of when the Magic Repulsion should be paused, and an explicit statement that they are doing so.

Other Details: While Magic Repulsion is in effect, any magic affecting the Mystic has its spell or power ranks cut in half. Thus, a 9th rank Invoke Grim Lightning Bolt spell striking a Mystic using Magic Repulsion has its spell rank reduced to 5.

Marshall Guardian Angel

Mystical Discipline Requirements: Sanctity: 15

Description: This spell conjures a Guardian Angel under the caster's control. It can speak, and may be conjured with a single weapon in which it is proficient, which must be specified at the time of casting.

Action Time: Casting the spell requires 1 Action. The summoned creature will appear on caster's Turn on the Round after the spell is cast.

Affected Area: One angel. Range: 40 feet

Casting Req.: Verbal, Gestural Setback Cost: 5

Duration: Fixated+Brittle. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost. Further, the conjured creature is a Mook. That is, it has 1 Hit Point and 1 Fate Point. So, the first successful action targeting it defeats it. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: The summoned creature is under the caster's complete control. As such, the caster may spend Guts points on Conflict Rolls involving it, if applicable.

See Conjuring Creatures under The Foundation of Magic in The Rules Reference for details on how conjuring works.

The Guardian Angel description can be found in The Tome of Terrors. Use the example having the highest Level less than or equal to the spell rank.

Note that the caster may expend their own Guts points on the angel's Conflict Rolls, when appropriate.

Mend Bone

Mystical Discipline Requirements: Temperance: 7

Description: This spell incrementally heals a broken bone.

Affected Area: One broken bone Setback Cost: 16

Duration: Instantaneous Action Time: 1 hour

Range: Touch Conflict Rolls: None

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise inactive for the entire time of casting.

Other Details: A single casting accomplishes one of the following:

- An unset broken bone becomes a set broken bone.
- A set broken bone becomes a cracked bone.
- A cracked bone becomes a fully healed bone. (A fully healed bone regains all of its former functionality and strength.)

The spell does not heal any other damage suffered when the bone was broken. Thus, wounds inflicted when the bone was broken still require mending by other means.

Mend Disfigurement

Mystical Discipline Requirements: Temperance: 11

Description: This spell incrementally heals an amputation, maiming, or impairment on the target creature. (See Amputation, Maimed / Torn Ligament, and Impaired in The Rules Reference for details.)

Affected Area: One disfigurement of a living creature.

Setback Cost: 22 Range: Touch

Duration: Instantaneous Action Time: 1 Hour

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster must touch the disfigurement.

Other Details: Various types of disfigurements normally occurs as consequences of having fallen in battle as stated on the Guts and Glory Tables for lethal combat. This spell incrementally mends the effects of a single disfigurement. So, if the target is affected by multiple disfigurements, multiple castings will need to be performed to completely heal the target.

This spell accomplishes one of the following:

- An Amputation becomes a Maim. (In effect, the limb is partially regenerated, albeit in an imperfect state.)
- A Maim becomes an Impairment.
- An Impairment is fully healed.

Mend Immobility

Mystical Discipline Requirements: Temperance: 8

Description: This power incrementally restores the mobility of a Paralyzed, Floundering, or Lethargic creature. (See Paralyzed, Floundering, and Lethargic in the Common Conditions section of The Rules Reference for details.)

Affected Area: One creature

Action Time: 20 minutes Setback Cost: 16

Duration: Instantaneous Range: Touch

Casting Req.: Verbal, Gestural. Both the caster and the target must remain otherwise unoccupied for the entire time of casting.

Conflict Rolls: A single casting of this spell has one of the following effects:

- A Paralyzed creature has its mobility partially restored, so that it is merely Floundering.
- A Floundering character becomes Lethargic.
- A Lethargic character has its mobility fully restored.

In all cases, the duration of the resulting condition is the same as the original. So, if the creature was permanently paralyzed, it is now permanently Floundering instead.

Mend Sight

Mystical Discipline Requirements: Temperance: 10

Description: This power incrementally heals the vision of a creature that is Blinded or has Fogged Perception. (See Blinded and Fogged Perception in the Common Conditions section of The Rules Reference for details.)

Affected Area: One creature Setback Cost: 24

Duration: Instantaneous Range: Touch

Action Time: 1 Hour

Casting Req.: Verbal, Gestural.

Conflict Rolls: A single casting of this spell accomplishes one of the following:

- A Blinded character has their sight partially restored, so that they instead have Fogged

Perception. The duration of the Fogged Perception is the same as the original blindness. So, if the target was permanently blind, they now permanently have Fogged Perception (until magically healed).

- A character with Fogged Perception has their sight fully restored.

Mend Sprain

Mystical Discipline Requirements: Temperance: 5

Description: This spell heals a sprain. The targeted sprained limb regains all of its former functionality and strength.

Affected Area: One Sprain Setback Cost: 14

Duration: Instantaneous Action Time: 20 minutes

Range: Touch Conflict Rolls: None

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise inactive for the entire time of casting.

Other Details: The spell does not heal any other damage suffered when sprain was imposed. It only negates the penalties imposed by a sprain as described under Sprained / Pulled Muscle in the Character Conditions section of The Rules Reference.

Mental Agility

Mystical Discipline Requirements: Asceticism: 2

Description: Mental Agility allows the Mystic to temporarily raise their Agility.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Mystic. Range: 0

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: The amount the Mystic's Agility is raised equals one point per 4 power ranks. So, the Mystic gains 1 point at 1st rank, 2 at 5th rank, and 3 at 9th rank. These Agility points are unaffected by the racial maximums of the character and add to all derived characteristics (Defense, Speed, etc.) normally associated with Agility.

Note that multiple uses of Mental Agility do not “stack.” That is, a second attempt at Mental Agility has no effect.

Mental Arm

Mystical Discipline Requirements: Asceticism: 13

Description: Mental Arm is a potent psychic ability. With it, the Mystic effectively gains an additional invisible arm with which to carry and manipulate objects. The arm acts as their own in almost every respect and the Mystic may control the mental limb with the same fine control and fluid grace as their own physical arms.

Setback Cost: 2 per Round Action Time: 1 Action

Range: 1 foot per 2 power ranks. Casting Req.: None.

Affected Area: One item. See the description for weight limitations.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: The mental arm acts as a normal appendage, requiring whatever rolls a normal attack would demand.

Other Details: The mental arm has a Strength equal to the Mystic's Heart. Any damage done directly to the mental appendage is felt in the form of Tormenting Setback to the Mystic. If they wish, the Mystic may use the mental arm to wield a weapon, although wielding multiple weapons still requires them to obtain an appropriate fighting style (e. g. Florentine-Style Fencing).

Mental Blast

Mystical Discipline Requirements: Asceticism: 10

Description: Mental Blast allows a Mystic to directly use the discipline of Asceticism as a weapon. In doing so, they suddenly release a tremendous blast of mental energy as an invisible bolt of force.

Duration: Instantaneous. Setback Cost: 4 per use

Action Time: 1 Assault Action Range: 80 feet.

Affected Area: One creature or item

Casting Req.: Gestural. A quick hand gesture toward the target is required.

Conflict Rolls: Allow the target an Avoidance Roll with Heart and Toughness adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Blunt Damage equal to the spell rank. It also sustains Footing Setback equal to the spell rank plus the roll's Margin. On a Pure Failure, the struck creature is also pushed directly away from the caster until an interposing object stops this movement, up a distance of 10 feet. Success indicates the target sustains half the Damage and Setback amounts, and maintains their position.

Other Details: If armor (or a tough hide) protects the target, allow their armor its usual Ward rating against the damage. (The Footing Setback effect is unaffected by armor.)

Mental Block

Mystical Discipline Requirements: Conviction: 12

Description: Mental Block works similarly to the psychic power Mental Stealth. While Mental Stealth renders the Mystic effectively invisible, Mental Block can render any other object or creature invisible.

Setback Cost: 2 per Round Action Time: 1 Action

Conflict Rolls: None

Affected Area: The power will mask the existence of a single object or creature from the minds of those near the Mystic. However, it effectively renders the subject invisible to the minds of up to one creature per power rank within the range. So, the power does not actually affect the object or creature being rendered invisible. Rather, it affects the creatures whose minds are being influenced.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Range:: All affected creatures must be within 10 feet per power rank. The distance to the blocked item or creature is irrelevant.

Casting Req.: Gestural. A quick hand gesture toward the target(s) is required for those not having yet attained 17th rank in Conviction.

Other Details: If a creature rendered invisible by a Mental Block attacks, the power is immediately terminated just as would be expected by Mental Stealth.

Mental Craftiness

Mystical Discipline Requirements: Asceticism: 5

Description: Mental Craftiness allows the Mystic to temporarily raise their Craftiness.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Mystic. Range: 0

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: The amount the Mystic's Craftiness is raised equals one point per 4 power ranks. So, the Mystic gains 1 point at 1st rank, 2 at 5th rank, and 3 at 9th rank. These Craftiness points are unaffected by the racial maximums of the character and add to all derived characteristics (Defense, Speed, etc.) normally associated with Craftiness.

Note that multiple uses of Mental Craftiness do not "stack." That is, a second attempt at Mental Craftiness has no effect.

Mental Distraction

Mystical Discipline Requirements: Conviction: 1

Description: Mental Distraction creates a temporary distraction in the target's mind. The target experiences the distraction as a brief noise, such as a footstep or breaking glass.

Setback Cost: 1 per targeted creature

Affected Area: Up to one creature per power rank.

Action Time: 1 Assault Action Duration: 1 second.

Conflict Rolls: None

Range: All targeted creatures must be within 10 feet per power rank.

Casting Req.: Gestural. A quick hand gesture toward the target(s) is required for those not having yet attained 6th rank in Conviction.

Other Details: The noise can take any form desired by the Mystic, but can never be made so loud as to cause the target discomfort. The origin of the noise is similarly controlled by the Mystic, and is under no range constraints, since the noise actually exists only in the minds of their targets.

Mental Fog

Mystical Discipline Requirements: Conviction: 3

Description: Mental Fog temporarily dampens the mental acuity of one creature.

Action Time: 1 Assault Action Casting Req.: None

Setback Cost: 2 per Round Range: 80 feet

Affected Area: One Sapient creature.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: The targeted creature must make an Avoidance Roll with Heart adjustments every Round. The Threshold they must overcome equals 10 plus the power rank. On its first failure, the mental fog takes hold and the creature remains under the spell's influence until the Mystic loses concentration. For the remainder of the duration, the target suffers from a Drawback on all Avoidance Rolls, and on all other Conflict Rolls involving Perception and Willpower.

Mental Fortitude

Mystical Discipline Requirements: Temperance: 5

Description: Mental Fortitude temporarily boosts the Mystic's ability to take damage.

Setback Cost: 2 per Round Action Time: 1 Action

Affected Area: Mystic. Range: 0

Casting Req.: None. Conflict Rolls: None

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: This power effectively gives the caster an extra number of Hit Points equal to double the power rank. However, these are the last Hit Points used. The character gains the benefit of these Hit Points only after losing all of their normal Hit Points first. Thus, the spell allows a character to heroically battle on past what their normal endurance would allow. When the spell ends, the added Hit Points vanish. So, if at least some of the character's Hit Points have not been healed by that time, they will fall to 0 Hit Points, and suffer the consequences of their current Glory Status.

Note that the Hit Points that are added by this spell cannot, themselves, be healed. Once lost, they are lost permanently. What this means, though, is that any healing spells used on the spell recipient will target their actual wounds.

If the Mystic attains 9th rank in Temperance, their Mental Fortitude may remain in effect even as they sleep.

Multiple castings are not cumulative.

Mental Leap

Mystical Discipline Requirements: Asceticism: 3

Description: With this power, the Mystic greatly boosts their leaping ability.

Setback Cost: 1 per leap Duration: 1 second.

Action Time: 1 Action Range: 0

Conflict Rolls: None

Affected Area: One item. See the description for weight limitations.

Casting Req.: Gestural. The caster must perform the act of jumping.

Other Details: Mental Leap allows a Mystic to jump horizontally up to 5 feet per power rank, or half that distance vertically. Alternately, the Mystic may leap down from a height of 10 feet per power rank without injury, assuming the act was an intentional leap rather than an unplanned fall.

Mental Perception

Mystical Discipline Requirements: Revelation: 1

Description: Mental Perception allows the Mystic to temporarily raise their Perception.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Mystic. Range: 0

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: The amount this spell raises the Mystic's Perception by one point per 4 power ranks. So, the Mystic gains 1 point at 1st rank, 2 points at 5th rank, and 3 points at 9th rank. These Perception points are unaffected by the racial maximums of the character. The added Perception points affect the derived characteristics of Acumen and Willpower, but do not affect the character's Fate Points or Magic Limit.

Note that Mental Perception does not "stack" with other Perception enhancing powers. That is, a second attempt at Mental Perception has no effect.

Mental Probe

Mystical Discipline Requirements: Conviction: 9

Description: Mental Probe allows a Mystic to ravage the mind of the targeted creature. Thus, they can get an exact reading of the target's thoughts or place a strong mental suggestion in their mind. To do so, the Mystic must utilize full concentration (i. e. they cannot be participating in combat or otherwise engaged) and must touch the target. A Mental Probe is akin to rape, as the whole raw being of the target is exposed to the Mystic. It is discomforting in the extreme to the target and is considered by most Mystics to be a despicable act. The only "socially acceptable" use of this psychic power is to repair damage caused to an individual by prior mental probes.

Setback Cost: 5 per use Duration: See below

Action Time: 1 Assault Action Range: Touch

Affected Area: One Sapient creature.

Casting Req.: Gestural. The Mystic must touch the target. (By being touched, the target is obviously touching their assailant as well. If they happen to be a Mystic with this power, then they are free to use it against their assailant.)

Conflict Rolls: The targeted creature is entitled to an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the power rank plus the mystic's Heart. A successful roll indicates the target completely avoids the effects of the probe. Failure indicates the Mystic can read the target's current thoughts. Further, the target gains the Temporary Trait of "Emotionally Violated", and sustains

Dreadful Setback equal to the roll's Margin plus 1 per 2 spell ranks. If this lowers the target's Fate Points to 0, they are defeated and subject to the following consequences.

Mental Probe Control Duration Table

Glory Status	Duration
1	Until the end of the current scene.
2	1 Day
3	1 Week
4	1 Month
5	1 Year
6	Permanent

The probing Mystic may place their own thoughts and commands within mind of a defeated target, although the nature of those commands is limited by the target's Glory Status. (So, a character cannot be commanded to kill themselves unless their Glory Status indicates that death is a possibility.) Further, the duration of the mental control the Mystic has over the target also depends on the target's Glory Status as shown on the Mental Probe Control Duration Table.

Other Details: Once a foe is fully defeated in this way, the Mystic may also probe deeply into the target's mind to extract whatever information they wish. Generally, while this is done, the expression on the target's face will be that of a silent scream. Thereafter, the target will gain some dramatically appropriate form of spiritually-based curse whose duration is similarly limited by their current Glory Status (See the Cursed condition in the Character Conditions section of The Rules Reference for details.).

Mental Restraint

Mystical Discipline Requirements: Asceticism: 6

Description: Mental Restraint allows a Mystic to slow and potentially hold their target with their mind.

Duration: Fixated. This spell lasts until the caster loses concentration on it or performs an Assault Action (other than the spell itself), or the target moves out of Range.

Setback Cost: 2 per Round

Affected Area: One creature

Action Time: 1 Assault Action Range: 80 feet.

Casting Req.: Gestural. The Mystic must make a grasping gesture in the direction of the target.

Conflict Rolls: Allow the target an Avoidance Roll with Heart adjustments against a Threshold of 10 plus the spell rank plus the caster's Heart. Success indicates they avoid the spell's effects entirely. A failed roll means the target is gripped by a restraining force over their entire body for the spell duration.

While the power is in effect, the target is affected by the Slowed condition (see the Character Conditions section of The Rules Reference for details). Further, they sustain Fettering Setback equal to the roll's Margin plus 1 per 2 spell ranks every Round. If the target falls to 0 Fate Points as a consequence of this spell, they are completely immobilized while they are Overcome.

Other Details: Multiple castings are not cumulative.

Mental Shield

Mystical Discipline Requirements: Conviction: 1

Description: Mental Shield gives the Mystic unusual defenses against mind-altering attacks. These include mental spells such as illusions and enthralling spells, as well as any Mystic Powers directly targeting the Mystic's own mind, such as a Mental Probe or an Entrance spell.

Setback Cost: 2 per Round

Affected Area: Mystic. Range: 0

Action Time: 1 Reaction Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: While this power is in effect, the Mystic gains an Edge on Conflict Rolls defending against mental attacks.

Other Details: Any Mystic attaining 11th rank in Conviction may maintain this defense even while sleeping.

Mental Shove

Mystical Discipline Requirements: Asceticism: 2

Description: Mental Shove allows a Mystic to push the target with their mind.

Duration: Instantaneous. Setback Cost: 4 per use

Action Time: 1 Assault Action Range: 80 feet.

Affected Area: One creature or item

Casting Req.: Gestural. A quick hand gesture toward the target is required.

Conflict Rolls: Allow the target an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Footing Setback equal to 1 point per 2 spell ranks plus the roll's Margin. On a Pure Failure, the struck creature is pushed 5 feet directly away from the caster unless an interposing object prevents this movement. Success indicates the target sustains half this amount and maintains their position.

Other Details: The Footing Setback is unaffected by armor.

Mental Stealth

Mystical Discipline Requirements: Conviction: 6

Description: Mental Stealth causes the importance of the Mystic to diminish to insignificance in the minds of those affected by the power. In other words, the Mystic becomes so unworthy of notice they are effectively invisible.

Setback Cost: 2 per Round Casting Req.: None

Action Time: 1 Action Conflict Rolls: None

Affected Area: Up to one creature per power rank.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Range: All affected creatures must be within 10 feet per power rank.

Other Details: Of course, this power lasts only as long as the Mystic does nothing to challenge the idea that they are unworthy of notice. If the Mystic attacks in some obvious fashion or performs an action that would ordinarily attract attention, the power is immediately terminated. Even so, the potential surprise attacks afforded by Mental Stealth makes it a formidable power for any Mystic. A Mystic using Mental Stealth gains an Edge on Surprise and Stealth rolls.

Once Mental Stealth has been broken through action or voluntary termination, it cannot be regained until the Mystic leaves the sight of all foes. Even then, if their foes are in hot pursuit, each of their foes is entitled to an Avoidance Roll with Heart adjustments to avoid its effects. The Threshold they must overcome equals 10 plus the power rank.

Mental Strength

Mystical Discipline Requirements: Temperance: 1

Description: Mental Strength allows the Mystic to temporarily raise their Strength.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Mystic. Range: 0

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: This power raises the Mystic's Strength by an amount equal to one point per 4 power ranks. So, the Mystic gains 1 point at 1st rank, 2 points at 5th rank, and 3 points at 9th rank.

These Strength points are unaffected by the racial maximums of the character. The added Strength points do not add to the Mystic's Hit Points, but do affect all other derived characteristics (i. e. Brawn, Speed, etc.)

Multiple uses of Mental Strength do not stack. That is, a second attempt at Mental Strength has no effect.

Mental Toughness

Mystical Discipline Requirements: Temperance: 3

Description: Mental Toughness allows the Mystic to temporarily raise their Toughness.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Mystic. Range: 0

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: The amount the Mystic's Toughness is raised equals one point per 4 power ranks. So, the Mystic gains 1 point at 1st rank, 2 points at 5th rank, and 3 points at 9th rank.

These additional Toughness points are unaffected by the racial maximums of the character. The added Toughness points do not add to the Mystic's Hit Points, but do affect all other derived characteristics (i. e. Brawn). Consequently, Mental Toughness is usually used to resist the effects of poison or to enable the Mystic to run that extra mile.

Multiple uses of Mental Toughness are not cumulative.

Mental Transfer

Mystical Discipline Requirements: Sanctity: 1

Description: Mental Transfer is a psychic ability geared toward helping out spell-casters. The Mystic uses their powers to transfer energy from themselves to their target in the form of Setback points. This transferal cannot be used to heal any previously sustained Setback the target has sustained, but it can be used in place of the target's own Setback for any spells they are currently casting.

Setback Cost: 2 per Round + Setback transferred.

Affected Area: One willing living creature.

Conflict Rolls: None Range: 30 feet.

Action Time: 1 Action

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Casting Req.: Gestural. The Mystic must reach forth with their hand toward the target. Any Mystic having attained 6th rank in Sanctity does not have this requirement.

Other Details: The Mystic may transfer from the target a maximum of 1 point of Setback per rank in Sanctity on any given Round. The transferal occurs after any normal adjustments are made to the Setback, such as an Occultist subtracting Intelligence from a cast spell.

The Mystic sustains the transferred Setback themselves, and then sustains an additional 2 points. The Setback transferred from the target cannot be reduced by the Mystic's Intelligence, however the additional 2 points may be. Thus, the Mystic will sustain at least as much in Setback as what is transferred.

If unwilling, the targeted individual is entitled to an Avoidance Roll with Heart Adjustments to avoid the effects. The Threshold they must overcome equals 10 plus the power rank plus the Mystic's Heart.

Mental Tug

Mystical Discipline Requirements: Asceticism: 7

Description: Mental Tug allows a Mystic to pull the target with their mind.

Duration: Instantaneous. Setback Cost: 4 per use

Action Time: 1 Assault Action Range: 80 feet.

Affected Area: One creature or item

Casting Req.: Gestural. A quick gripping and pulling gesture in the direction of the target is required.

Conflict Rolls: Allow the target an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Footing Setback equal to 1 point per 2 spell ranks plus the roll's Margin. On a Pure Failure, the struck creature is pulled 5 feet directly toward the caster unless an interposing object prevents this movement. Success indicates the target sustains half this amount and maintains their position.

Other Details: Note that the Footing Setback is unaffected by armor.

Mesmerize

Mystical Discipline Requirements: Conviction: 7

Description: This spell opens the mind of the target to the verbal suggestions of mystic.

Action Time: 1 Assault Action

Setback Cost: 7 Range: 80 feet

Casting Req.: Verbal. The caster must state the delusional belief they wish the target to adopt. This belief can be essentially anything that is not self-destructive to the target or against the target's core personality. (For example, it could not cause a loving mother to believe her child is a monster that must be killed.) Further, the target must hear and understand the language spoken by the caster.

Affected Area: One Sapient creature who understands the language spoken by the caster.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last until the end of the current Scene.

Conflict Rolls: Allow the target an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Deluding Setback equal to 1 per spell rank plus the roll's Margin and gains the Temporary Trait of "Befuddled". On a Pure Failure, the target is also briefly transfixed by the spell, dropping their Speed to 0 until the end of the next Round. Success indicates the target sustains half the Setback. If this drives the target's Fate Points to zero, its Fate Points are set to 1 (giving it some ability to act), and the creature adopts the belief stated

by the caster until the end of the current Scene.

Unfortunately, the target's mind is too confused in this state to cast spells.

Minister

Mystical Discipline Requirements: Temperance: 4

Description: Minister allows the Mystic to accelerate the natural healing process of some wounds on the targeted creature.

Setback Cost: 2 per Hour Action Time: 1 Minute

Conflict Rolls: None

Affected Area: 1 wound on a single creature

Range: The Mystic must initially touch the wound, and must thereafter remain Proximate to the targeted creature for the remainder of the duration.

Casting Req.: Gestural. The Mystic must place their hands on the wounds to be healed, and quietly meditate.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every hour.

Typically, the Mystic must focus their attention and energy on the target for several days, but may even do so while sleeping.

Other Details: This power has no effect on Hit Points. But, it is effective on any injury that can heal normally, but which typically requires a week or more to heal. As such, it is effective on wounds such as sprains, on cracked or broken bones, and on other ailments that take time to overcome, such as Nausea. Any such ministered ailment has its healing accelerated by a week for every full day it is ministered. So, if a broken bone would usually need 6 weeks to heal, it will heal in only 6 days if this power is used to accelerate its healing through the entire process.

Note that this power cannot set broken bones, or perform first aid. It only accelerates the natural healing process. However, this is a potent ability when used in conjunction with skills that do so, such as Mending.

Multiple castings are not cumulative on a given wound. However, multiple wounds may be targeted by a Mystic if they have the capacity to do so. (Each usage of Minister counts as a separate power.) So, if a Mystic can evoke only two powers at a time, at most they can Minister two wounds at a time.

Mystic Powers~P

Precognition

Mystical Discipline Requirements: Revelation: 5

Description: Precognition is a psychic power enabling its practitioner the ability to look into the near future. Although precognition may provide its possessor with insights of events that are days or even years away, the ever-shifting nature of time makes any prediction of this nature speculative at best. Accurate mental insights predicting events that will happen within fractions of a second, though, are well within a Mystic's abilities using Precognition. While this cannot help a person make money on the stock market, it is an invaluable skill in combat, where such predictions can help a Mystic avoid an opponent's sword thrust.

Setback Cost: 2 per Round Action Time: 1 Action
Affected Area: Mystic. Range: 0

Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: When Precognition is used, it gives the Mystic an Edge on all attacks and defensive actions when combating living, undead, and astral creatures.

Other Details: If a Mystic using Precognition puts themselves into a totally defensive posture, (i. e. they foregoes any form of attack), they gain the almost unbelievable ability to parry range weapons. For every four points of Attack Bonus possessed by the Mystic in the weapon they wield, they gain one point on their Defense against range attacks (the normal Parry value of the weapon is discounted). Parry against non-range attacks is calculated normally.

Psychometry

Mystical Discipline Requirements: Revelation: 1

Description: Psychometry provides a Mystic with great sensitivity to the history magical nature of an object. This sensitivity allows the caster to read the object's aura and get brief mental flashes of its past.

Action Time: 1 Action Setback Cost: 5
Affected Area: Mystic. Range: Touch.
Duration: 10 seconds. Casting Req.: None.

Conflict Rolls: The caster must make a Spell Roll with Heart Adjustments against a Threshold equal to 10 plus the item's Quality Level. The Overlord should make this roll hidden, as knowledge of its result may tell the caster whether the reading was accurate or misleading.

Success indicates the Mystic obtains a truthful answer from the target. On an automatic failure, the answer is misleading. Otherwise, the caster gains no information.

Other Details: This spell allows the Mystic to gain an answer to one of the following questions, regardless of whether it is magical or not:

- 1) In what emotionally charged events in the past did this item play a key role?
- 2) For what historically important events in the past was this item present?
- 3) Who is this item most closely associated with?
- 4) In general terms, how does this item pertain to our current goals and circumstances?

If the item is magical, the mystic may obtain an answer to the following questions:

- 1) What are the item's magical abilities?
- 2) How are its abilities activated and/or deactivated?
- 3) Is the item cursed, and, if so, how?

Pyrokinesis

Mystical Discipline Requirements: Asceticism: 4

Description: With this power, the Mystic uses their mental energies to heat the targeted item.

Affected Area: One item. Setback Cost: 4 per use

Action Time: 1 Assault Action Duration: Instantaneous

Range: 80 feet

Casting Req.: Gestural. The Mystic must make a quick hand gesture toward the target until they attain 9th rank in Asceticism. After that point, they may use the power merely by looking at the target.

Conflict Rolls: If the Mystic targets a creature, it is entitled to an Avoidance Roll with Heart adjustments to avoid the power's effects. If the Mystic targets an item, it is entitled to a similarly Conflict Roll with Quality Level adjustments. The Threshold equals 10 plus the spell rank. On a failed roll, the Mystic delivers Scorching Damage equal to the roll's Margin plus 1 per 2 spell ranks to the target.

Other Details: The heat generated by the power is sufficient to light a candle or otherwise ignite a small fire, provided combustible materials are available.

Mystic Powers~R

Radiant Healing

Mystical Discipline Requirements: Temperance: 4

Description: This power creates a dim aura of light radiating from the caster that heals those around them.

Setback Cost: 2 per hour Casting Req.: None

Action Time: 1 Assault Action Range: 0'

Affected Area: The aura extends to a distance of 10-feet from the caster.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every hour.

Conflict Rolls: Not Applicable

Other Details: This power illuminates the Affected Area with Dim Light. Anyone within the area has heals Damage at a rate of 1 point per two spell ranks every hour for as long as they remain within it.

Further, this power produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Read Emotions

Mystical Discipline Requirements: Revelation: 1

Description: The power provides a Mystic with great sensitivity to the emotions of those around him.

Setback Cost: 2 per Round

Affected Area: Mystic. Range: 30 feet.

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: Any targeted individual is entitled to an Avoidance Roll with Heart Adjustments against a Threshold equal to 10 plus the power rank. Success indicates the Mystic cannot sense their state of mind.

Other Details: While this spell does not automatically provide the Mystic with an accurate verbal interpretation of the target's thoughts, it can provide an accurate sense of their current state of mind. Thus, a character with this ability can sense if a subject is happy, sad, lying, or actively contemplating betrayal.

Read Thoughts

Mystical Discipline Requirements: Revelation: 7

Description: This power allows a Mystic to read the thoughts of the target's mind, provided the target purposefully puts them forward to be read.

Setback Cost: 2 per Round Action Time: 1 Action

Range: 5 feet per power rank. Casting Req.: None.

Affected Area: One willing sapient creature.

Conflict Rolls: Not Applicable

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it, they continue to expend its Setback Cost every Round, and they remain within Range of the target.

Other Details: The target must cooperate by focusing their mind on the thoughts they want read. As such, the power cannot reach into the mind of a creature and extract their casual thoughts. (Note that the degree of the target's concentration is not so much that it prevents them from performing other actions. They must merely have the active desire to deliver the specific thoughts they want transferred.)

The transferred thoughts may incorporate any or all of the senses. So, if the target wishes to convey the appearance and voice of a person to the Mystic, they may do so. Similarly, the taste and smell of a fine wine, or the memory of torturous pain may be presented. Alternately, the target may just convey a simple verbal message. (Simple verbal thoughts are transferred as normal speech, so if there is no common language between the two participants, such

messages will convey no information.)

This power cannot discern whether the delivered thoughts are those of an event that actually happened to the target, or whether they are purely imaginary. Nor can it reveal the truth or falsehood of any conveyed information.

Redemption

Cultural Restrictions: The caster must be a follower of a mystical religion (e.g. Christianity, Judaism, Islam, etc.).

Mystical Discipline Requirements: Sanctity: 11

Description: This spell removes magical curses, such as those described under Cursed condition in the Character Conditions section of The Rules Reference.

Affected Area: One curse affecting one creature.

Duration: Instantaneous **Action Time:** 1 hour

Setback Cost: 30

Casting Req.: Verbal, Gestural. Further, the ritual must be performed in a temple consecrated to the religion of the caster.

Range: Touch.

Conflict Rolls: The caster must make a Spell Roll with Heart Adjustments against a Threshold of 10 plus the spell rank of the curse. If successful, the curse is lifted, even if its duration indicates it is permanent.

Other Details: Redemption removes the ongoing magical effects of a curse, but does not reverse its permanent effects. For example, if a spell has somehow rotted away a character's arm, this spell stops further rotting but cannot restore the lost arm. Of course, this spell lacks the power to negate a god's personal curse.

Resurrect

Cultural Restrictions: The caster must be a follower of a mystical religion (e.g. Christianity, Judaism, Islam, etc.).

Mystical Discipline Requirements: Sanctity: 13

Description: This spell brings a dead character back to life.²⁶⁰

Affected Area: 1 dead character. **Range:** Touch

Duration: Instantaneous **Action Time:** 8 hours

Conflict Rolls: None

²⁶⁰ In Hebrew and Christian texts, there are several examples of resurrection. For example, in Genesis, there was a resurrection when the Arc of the Covenant rested on the mountains of Ararat, after the great flood (Genesis 8:4). In 1 Kings chapter 17:21-22, Elijah resurrected the son of the widow of Zarephath. In 2 Kings chapter 4, Elisha resurrects a boy. And, Elisha himself was resurrected. Further, in the New Testament, Jesus brought three people back to life: the son of the widow of Nain; the daughter of Jairus; and Lazarus.

Setback Cost: 30.

Casting Req.: Verbal, Gestural, Material. In invoking this spell, the caster must sacrifice a relic acquired from the temple of an opposing religion and touch the corpse to be resurrected. The relic must have a Quality Level greater than or equal to the Level of the resurrected character. Finally, this ritual can only be performed in a temple of the caster's religion.

Other Details: The spell only works on named characters. Further, the character must not have died while in the a Glory Status indicating they are permanently removed from the game, as that category mandates permanent death.

The resurrected character regains life with a single Hit Point and Fate Point. From that point, the character will heal normally. Further, the character permanently gains the Trait, "Stared Death in the Face".

The resurrected character loses all maimings, diseases, and other physical handicaps. Any limbs that were lost are fully restored. Although they return in a physically exhausted state, the character regains life fully intact and in perfect health.

Righteous Weapon

Mystical Discipline Requirements: Sanctity: 5

Description: This spell causes a weapon wielded by the caster to radiate colorful splendor, greatly increasing its potency against undead and demons.

Action Time: 1 Action **Affected Area:** 1 weapon.

Range: Touch.

Setback Cost: The caster must initially expend 2 Setback to cast the spell. Further, they must expend another 2 Setback at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple times during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by the caster, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. While the spell is in effect, the caster must treat the weapon as a magic item when considering their Magic Limit.

Casting Req.: Gestural, Material. The caster must personally wield the weapon to be charmed.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does not provide the caster with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: The Margin of a weapon's Attack Roll is normally delivered to any creature it strikes as Internal Damage (or Footing or Fettering Setback for Entrapment

Sedate

Mystical Discipline Requirements: Conviction: 7

Description: This spell puts the target creature to sleep.

Action Time: 1 Assault Action

Setback Cost: 7 Range: 80 feet

Casting Req.: Gestural. The caster must wave their hand in the general direction of the target.

Affected Area: One creature. (Note that many creatures are immune to Sedating Setback, and cannot be put to sleep.)

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftershocks last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target gains the Temporary Trait of "Drowsy" and sustains Sedating Setback equal to the roll's Margin plus the spell rank. On a Pure Failure, the target temporarily becomes sluggish, suffering from a Drawback on all Conflict Rolls involving their Agility until the end of the next Round. Success indicates they sustain half the Sedating Setback amount. If this drives the target's Fate Points to zero, it falls asleep as long as it is Overcome.

Soothe

Mystical Discipline Requirements: Conviction: 3

Description: Soothe makes the targeted creature able to resist the effects of pain.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: 1 Creature Range: Touch

Action Time: 1 Action Casting Req.: None.

Duration: Heartfelt / Proximate. The power lasts as long as the Mystic is mindful of it, they continue to expend its Setback Cost every Round, and they remain Proximate to the targeted creature.

Other Details: While this power is in effect, the target is immune to Tormenting Setback, as well as all effects induced through pain. As such, this power automatically negates the Setback, and Drawback effects of any spells based entirely on inflicting pain such as the Occult spells Offer Dire Tormenting Brand, Invoke Dire Torment, etc.

Further, the power negates any Drawbacks imposed by injuries, including sprains, maims, and cracked or broken bones. Unfortunately, every Round that the target participates in vigorous activity (such as combat), they sustain 1 point of Internal Damage for every Drawback that would normally be imposed by their painful injuries. So, if the target has a broken bone that would normally impose two Drawbacks, they will instead sustain two points of Internal Damage every Round they participate in combat.

Spiritual Healing

Mystical Discipline Requirements: Temperance: 3

Description: This spell heals Damage inflicted on the caster.

Action Time: 1 Action Range: 0

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Caster. Casting Req.: None

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and continues to periodically expend its required Setback Cost.

Other Details: This power heals Damage on the caster equal to 1 per 2 spell ranks every Round. This spell never allows the caster to rise above their maximum Hit Points.

Unfortunately, the mending of bones and the restoration of limbs are out of the reach of this Mystic power.

Spiritual Injection

Mystical Discipline Requirements: Sanctity: 3

Description: Spiritual Injection allows a Mystic to temporarily bind a portion of their own spirit into a non-magical item.

Setback Cost: 2 per Round Action Time: 1 Action

Conflict Rolls: None

Affected Area: One item. The item cannot already have a spirit bound to it. So, it cannot be magical, nor some type of creature.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Range: Touch. The item may thereafter be carried away from the caster any distance. Transporting it to other dimensions, though, will disrupt the spell's effects.

Casting Req.: Gestural. The caster must touch the targeted item.

Other Details: One major effect of injecting one's spirit into an item is that the item gains a magical aura, since magic is nothing more than the presence of bound spiritual energy. If the item is a weapon, it gains the ability to strike creatures that are only affected by magic weapons.

A second effect of Spiritual Injection is that the Mystic gains a second "point of origin". What that means is that the Mystic may project Mystical powers as if they originated from that item.

For example, a Mystic could inject their spirit into a sword and invoke Tormenting Touch with the sword's blade as its point of origin. Thereafter, the weapon would deliver the effects of a Tormenting Touch on whoever it struck.

As another example, suppose a Mystic shakes the hand of a

thug who is wearing a ring. The Mystic could decide to inject their spirit into the ring. They could then use their Blind Sight ability, using the ring as its point of origin, and observe the area around the thug as long as the Mystic kept the powers active. If they wanted to use Blind Sight around both himself and the ring, they could do so. But, they would have to invoke the Blind Sight power twice, spending the required Setback for each point of origin.

For a Mystic to use an injected item as a point of origin for a power that targets a creature, the Mystic must have some way of sensing the target. For example, in the aforementioned example of the injected ring, suppose the thug wore the ring while going into the hideout of the local thieves' guild. The Mystic would be able to sense the thug's companions, due to their Blind Sight ability. So, he could potentially target them with Mental Blasts. If the Mystic was unable to sense them for some reason, such as if they were to drop their Blind Sight power, they would be unable to target them.

Spiritual Sustenance

Mystical Discipline Requirements: Temperance: 7

Description: Spiritual Sustenance allows a Mystic to channel their spiritual energy into their body to provide any single form of nourishment that it currently lacks. The Mystic may forgo eating, drinking, sleeping, or even breathing without suffering any physical harm. Further, it makes the Mystic immune to Starving, Dehydrating, and Suffocating damage.

Setback Cost: 2 per period. See below for frequency.

Action Time: 1 Assault Action Affected Area: Mystic.

Casting Req.: None. Range: 0

Conflict Rolls: None

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and continues to periodically expend its required Setback Cost.

Other Details: The frequency with which Setback is taken depends greatly on the type of nourishment needed. Foregoing breathing demands the Mystic sustain the stated Setback every Round. Substituting food, water, or sleep demands the Setback to actually be taken only on a daily basis and that the ability be used continuously throughout the ordeal. Unlike most Mystical powers, this ability continues to be effective even while the Mystic sleeps.

As soon as Spiritual Sustenance is terminated, the foregone nourishment must be ingested to a point of satiation of the body before the power can be re-used. What this means from a practical standpoint is that a 2 Setback power is being continually used. This means that 2 points are added to every Round's Setback tally. For example, suppose a Mystic was left in the desert to die and is trekking through the blazing sun using Spiritual Sustenance in lieu of water. They cannot simply "turn off" their power for a quick fight with a desert

scorpion they happen to run across and then immediately "switch it back on" thereafter to continue their journey. If they terminate their Spiritual Sustenance out of absolute necessity, they must find water to nourish their body before they can re-instate this power.

If more than one type of nourishment must be replaced, this psychic ability may be stacked, although Setback for each type of nourishment must be taken as normal. Thus, if the Mystic finds themselves lost in a desert without food and water, they must sustain 4 points of Setback every day to survive. If their Intelligence is a 4 or greater, they may actually accomplish the task.

Stupefy

Mystical Discipline Requirements: Conviction: 10

Description: This spell overwhelms the target's mind with befuddlement

Action Time: 1 Assault Action

Setback Cost: 7 Range: 80 feet

Casting Req.: Gestural. The caster must wave their hand in the general direction of the target.

Affected Area: One creature. (Note that many creatures are immune to Sedating Setback, and therefore cannot be put to sleep.)

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Willpower Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target gains the Temporary Trait of "Befuddled" and sustains Sedating Setback equal to 2 points per spell rank plus the roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. Success indicates they sustain half the Setback value. If this drives the target's Fate Points to zero, the creature is Incapacitated in a stupor as long as it it Overcome.

Mystic Powers~T

Telekinesis

Mystical Discipline Requirements: Asceticism: 1

Description: With this psychic power, the Mystic may lift an object into the air and move it slowly at will.

Action Time: 1 Assault Action

Setback Cost: 2 per Round

Range: 5 feet per power rank.

Affected Area: One item.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it, they continue to expend its Setback Cost every Round, and they remain within Range of the target.

Casting Req.: Gestural. The Mystic must reach forth with their hand toward the item to be moved. Any Mystic having attained 5 ranks in Asceticism over what they would normally need to lift the targeted item does not have this requirement.

Telekinesis Lift Capacity Table

Power Rank	Lift Capacity (lbs.)
1	2
2	3
3	4
4	6
5	8
6	12
7	16
8	24
9	32
10	48
11	64
12	96
13	126
14	192
15	256*
16	384*

* Weight continues doubling every 2 ranks.

Conflict Rolls: If the power targets an unwilling creature, allow it an Avoidance Roll with Heart Adjustments every Round to avoid or escape the Mystic's mental grip. The Threshold they must overcome equals 10 plus the power rank plus Mystic's Heart.

The levitated object does not move fast enough to swing it as a weapon, nor does this power provide any skill in attack. However, the object may be levitated above a target and released, causing it to fall from above. If this is done, the mystic should make an Attack Roll using their Ballistics skill to strike the target.

Other Details: The levitated object has a maximum Speed of 25 feet for every Action expended by the Mystic. The weight of the objects lifted is limited by the power rank according to the Telekinesis Lift Capacity Table.

A Mystic of sufficient rank may use this ability to lift their own body.

Telepathy

Mystical Discipline Requirements: Conviction: 5

Description: Telepathy allows a Mystic to project their thoughts directly into the mind of the target.

Action Time: 1 Assault Action

Setback Cost: 2 per Round Conflict Rolls: None

Range: 5 feet per power rank. Casting Req.: None.

Affected Area: One Sapient creature.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it, they continue to expend its Setback Cost every Round, and they remain within Range of the target.

Other Details: The transferred thoughts may incorporate any or all of the senses. So, if the Mystic wishes to convey the appearance and voice of a person to the target, they may do so. Similarly, the taste and smell of a fine wine, or the memory of torturous pain may be presented. Alternately, the target may just convey a simple verbal message.

This power does not allow the Mystic to communicate in languages they do not understand, nor does it provide any means to read the thoughts of the target. Verbal thoughts are delivered as normal speech, so if there is no common language between two individuals, Telepathy will do little good.

Tormenting Touch

Mystical Discipline Requirements: Conviction: 1

Description: While this spell is in effect, the caster's slightest touch inflicts horrifying pain.

Affected Area: All creatures touched by the caster. (Note that the cramping has no effect on creatures which do not feel pain, such as elementals, zombies, ghosts, etc).

Setback Cost: 2 per Round Action Time: 1 Action

Casting Req.: Verbal Range: 0

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the Mystic to make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the mystic touches their target in such an attack, it delivers an amount of Tormenting Setback equal to one plus the Attack Roll's Margin (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon. This Setback cannot be absorbed by armor. If this drives the target's Fate Points to 0, it is Incapacitated with pain until it is no longer Overcome.

Other Details: This power is considered to be a Woe effect. It will fail if the caster already has a Woe effect on them.

Transubstantiate

Mystical Discipline Requirements: Asceticism: 11

Description: This spell restores a single creature that was fully or partially turned to stone, wood, or other lifeless matter back into flesh and blood.

Action Time: 1 hour Setback Cost: 22

Casting Req.: Verbal, Gestural Conflict Rolls: None

Range: Touch

Affected Area: 1 item (such as a statue).

Duration: Genesis. The magic of the spell permanently restores flesh of the target.

Other Details: If the restored creature was alive when it was transmuted to lifeless matter, then it will be restored to life. Unfortunately, if the creature was fully transmuted into stone while in a Glory Status indicating that it is entirely removed from the game, this spell is inadequate to overcome that impediment. In that case, some spirit other than the original creature's will possess the body. Demons are the most likely spirits to do so, as they crave soulless bodies to possess. Otherwise, the creature's original spirit will be restored.

The restored body parts will have whatever wounds and ailments they did when the creature was transmuted. Further, any injuries sustained while in its transmuted state will be reflected in the restored body. So, if a character were turned into stone, and their arm were broken off in that state, then the restored body will be missing that limb as well.

Treat Disease

Mystical Discipline Requirements: Temperance: 8

Description: This power treats most diseases carried by the target.²⁶¹

Action Time: 20 Minutes Range: Touch

Duration: See below. Setback Cost: 14

Affected Area: One living creature

Casting Req.: Verbal, Gestural. Both the caster and the target must remain otherwise unoccupied for the entire time of casting.

Other Details: Only some diseases can be cured through the use of this spell. (See the disease's specific description under Diseased in the Character Conditions section of The Rules Reference for details.) Even if a disease can be treated by use of this spell, there is no guarantee that the disease will be permanently cured.

For this spell to have any chance of treating a disease, it must first have a spell rank greater than or equal to the Quality Level of the disease. (See Diseased in the Character Conditions section of The Rules Reference for details on how to determine a disease's Quality Level.)

A successful treatment through this spell on a non-chronic disease cures it. A successful treatment on a chronic disease is likely to alleviate its symptoms for a period of time, but cannot prevent its recurrence. (See the disease's description in The Rules Reference for details on how Panacea affects a chronic form of a disease. - For a permanent cure to a chronic disease, see the Pagan Ritual spell Solemn Panacea.)

If the target is afflicted by multiple diseases, the spell treats all of them with a single casting.

²⁶¹ In Hebrew texts, the prophet Elisha tells Naaman to bathe seven times in the Jordan River, which cures him of leprosy.

Mystic Powers~U

Unworldly Weapon

Mystical Discipline Requirements: Sanctity: 5

Description: This spell imbues a weapon with supernatural energy that is anathema to Eidolons and other Astral beings.

Action Time: 1 Action Range: Touch

Affected Area: 1 weapon.

Casting Req.: Gestural. The caster must hold the imbued weapon.

Setback Cost: The caster must initially expend 2 Setback to cast the spell. Further, they must expend another 2 Setback at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple times during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by the caster, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. While the spell is in effect, the caster must treat the weapon as a magic item when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does not provide the caster with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: The Margin of a weapon's Attack Roll is normally delivered to any creature it strikes as Internal Damage (or Footing or Fettering Setback for Entrapment Weapons). However, this spell transforms that Margin into Metaphysical Damage. In addition, the magic of the spell adds an additional amount of Metaphysical Damage equal to 1 per 2 spell ranks. For example, suppose a weapon normally delivers 8 Blunt Damage plus Internal Damage equal to the Margin, and the caster is 12th rank in this spell. For the spell duration, the weapon would deliver 8 Blunt Damage plus Metaphysical Damage equal to 6 plus the Margin.

Multiple castings are not cumulative. In addition, for the magical damage to be delivered, the charmed weapon must come in physical contact with the target. Thus, it would do no good to use this power on a bow (unless you wanted to bludgeon your opponent with it).

Needless to say, the spell does no harm to the weapon's wielder.

This power is considered a Woe effect. It automatically fails if the targeted weapon already has a Woe effect on it.

Mystic Powers~V

Verve

Mystical Discipline Requirements: Temperance: 2

Description: Verve makes the Mystic immune to magical effects that weaken them physically.

Setback Cost: 2 per Round Conflict Rolls: None

Affected Area: Mystic. Range: 0

Action Time: 1 Reaction Casting Req.: None.

Duration: Heartfelt. The power lasts as long as the Mystic is mindful of it and expends its Setback Cost every Round.

Other Details: While this power is in effect, the Mystic is immune to Fatiguing Setback. Note that it does not make them immune to mental effects, including Sedating Setback or effects that put them to sleep.