

Sample Religions

In this section we have included a developed religion, Aranity, complete with rituals and prayers. Aranity is important in the Cinis world, but it can also serve as an example for GMs who wish to create their own cults and religions.

In addition we also include a religion-cult, the Cult of Dilgorethe.

Some other minor cults and sects are described in the Cinis world section under Cults, and some additional sample rituals may be found there. See page 262 for more information.

Aranity

Aranity is the primary religion of Tigmar. According to Aranity, the universe began with Earth. Earth had four children, Sun, Sound, Tear, and Dark. Sun is the most magnificent being in the cosmos, and is androgynous. Dark, represented as a child, was born to provide Sun with the backdrop needed to show Sun's true magnificence. Animals were made by Earth, who is the mother of all. Humans were animals who were given sadness and sensitivity by Tear and speech and laughter by Sound. Dark follows all humans in the form of Shadow, nipping and biting, trying to corrupt the spirit of the human. There are many more saints and minor figures, but these five represent the major divine forces of the world.

Each deity in Aranity has their specialized rituals and religion. They share many common elements however, and general priests versed in all of the deities are the most commonly found.

Special priests who follow only one of the five are called Followers. Many of these remain separate from the general church structure, and are considered for the most part to be odd but learned hermits. Others Followers live in monasteries and devote themselves to the study of their God. In general, Followers are considered to be the most powerful and holy of priests in the religion of Aranity.

The third pronoun

Due to the androgynous character of the dieties, most languages spoken by Aranists of any sort have a gender unspecific pronoun for sentient. It is, in Llepot, the following:

For his/hers - tas

For he/she - ta

Other languages normally incorporate these words if they do not already have their own versions.

Dark and Misconception

In modern Aranity, most maintain that Dark represents evil. This is possibly due to the actions of previous Dark priests who caused havoc by unveiling unpleasant truths at inopportune moments, as Followers of Dark are not necessarily evil. The powers of Dark can be used to cause horrendous pain. The most terrifying of all abilities, the ability to know the truth, is a power given to Dark.

In addition, Dark borrows powers from the other disciplines. It is through knowledge that other abilities come. The Followers of the Dark, if they attain higher levels within their cult, begin the study of magic. They tend to use pure spirit magic only, with only a brief survey of physical magic.

Most truly evil religious orders are those run by

actual wizards. Often involving demon worship, these cults are perceived as a threat by Aranists. In the conflict between Aranity and Anti-Aranity, the religion of Aranity has one true enemy, the independent mage.

Aranity is not in itself a 'Good' religion. Priests have the power to do both good and evil, and the power to choose between them. The Priest is only sworn to use the powers of the Spirits to further the Spirit's ends. For example, Followers of Tear can cause much pain in others, should they believe it to be necessary. Although priests need not be kind and gentle people, most believe that they tend towards good. This misconception arises from a desire to feel protected and aided by a power which is only good. However, as the upper eschelons of Aranity's priesthood know, spirit beings have no morality, just have wisdom, and they give power to those who believe and worship. This power can be used for a variety of purposes, and it is the duty of the priests themselves to make sure that the power is not misused. For, if it is misused for too long, the Curse of Abandonment becomes a reality.

The Curse of Abandonment

The Curse of Abandonment is the curse which all Aranist priests fear. Priests take an oath to keep the religion pure in order to avoid the unfortunate outcome of the Curse. The Curse is actualized when impurity becomes too widespread, and then the gods will be incarnated for the second time to finally and irrevocably judge humanity for the second time. In this case, all are judged on the scale of True Goodness, which is a scale where those pure in intent are saved and those not are damned. Afterwards, all are awarded with the universal reward—abandonment. The reason is those good are not good if they can not prevent the masses of evil. This accounts for the drive to do good with the power of Aranity, instead of evil.

The first judgment was a preliminary hearing of the gods. It is beyond memory in the past, but the effect was that many humans were found to be hopeless and were given the mark, twisted and misshapen bodies. Called Mogs, these creatures are extremely varied and thought stupid. They are enslaved throughout Tigmar. More information on Mogs may be found in the section on Minor Races. See page 319 for more information.

The Demon Watchers

Aranists also believe in The Patron Race, or Demon Watchers. These are allegedly terrible beings with huge bat-like wings and an affinity for fire who destroy anything "demonic" built by humans. Things demonic are large complicated machines and structures, and many things magical. Wizards attract the Watchers, it has been

said, and the Watchers destroy entire towns and sometimes cities to rid the planet of a single mage. Because of this, those too mechanically or magically skilled are hunted down and killed for the Watchers. Sages theorize that the Patron Race is jealous of others' success, and this is why they prevent humans from achieving glory. Other Sages feel this legend was planted by old Aranists to generate a reason to kill the atheist and heretic.



Aranity Prayers and Rituals

Universal Aranity Prayers

Banish Demon	B
Bless	A-D
Curse	A-D
Destroy Undead	B
Hold Demon/Undead	A
Inspire Crowds	B
Remove Curse	Varies

Universal Aranity Rituals

Cleanse Mind
Excommunicate
Exorcism

Earth Prayers

Befriend Animal	B
Bestow Resistance to Poisons	C
Bless Crops	B
Cure Blindness	D
Cure Deafness	D
Enrich Food	C
Lay on Hands	C
Talk with Animal	C

Earth Rituals

Assume animal form
Cure Major Ailment
Earthquake
Heal Disease
Locust Plague
Resurrection
Summon Animal
Transform Human into Animal

Sun Prayers

Banishment	B(+3)
Bestow Bravery	A
Holy Strength	B
Resistance to Cold	C
Resistance to Fire	C
Warmth	A

Sun Rituals

Banishment- Minor Demon
Banishment- Major Demon
Create Permanent Halo
Summon Sun

Tear Prayers

Befriend Human	B
Cause Agony in Another	C
Create Water	D
Soothe Emotions	A

Tear Rituals

Cause Agony in Another
Calm Sea
Control Human
Summon Rain
Summon Torrential Rains

Sound Prayers

Amplify Voice	A
Infuriate animal	B
Tune Instrument	D

Sound Rituals

Cause Muteness/Deafness
Create Wind
Cause Muteness/Deafness
Levitation

Sound and Tear Rituals

Summon Major Storm

Dark Prayers

Cause Forgetfulness	D
Conceal Object	C
Conceal Self	C
Detect Deceit	A
Enter Dream Trance	D
Perfect Trance	B

Dark Rituals

Clairaudience
Clairvoyance
Spiritual Guidance

Universal Aranity Prayer Descriptions

Banish Demon

Type B

Banish Demon is an attempt to rip a demon from the physical world and return it to the spirit realm. Banishment only works on spirits that are not connected to a physical object; spirits must first be exorcised.

Blessings

Some common bless examples are as follows (remember to select only one effect):

A

Increase moral. Grant a +1 on all Fatigue rolls or Shock/Stun rolls.

B

Remove fear of all natural foes. Grant a +2 on all fatigue rolls or shock/stun rolls. Bestow luck on target. For the next year general risks are reduced. Increase ST, CO, PE, and RE by 1.

C

Remove fear of all natural and unnatural foes. Grant a +3 on all fatigue rolls or shock/stun rolls. Make a potentially disastrous business venture with half the chance of failure. Increase ST, CO, PE, and RE by 5.

D

Make people immune to normal fire for short periods of exposure. Increase ST, CO, PE, and RE by 10.

Curses

Curses are also incredibly flexible. A Curse which is known to be a part of a religion is easy to cast. However if a priest is inventing a Curse which is unusual or unheard of, the priest gets a +3 penalty. Some examples are as follow:

A

Cause a wart in a few weeks to appear in some random area of victim.

B

Make a farmer's livestock sick, or cause a person's horse to founder.

C

Cause poor luck for next year. Cursed victim frequently drops things or has gas at the wrong moment.

D

Cause wasting disease. After the curse, each month the victim needs to roll a D12 or loose 1 point in a random statistic. When this brings a statistic to 0, the person dies.

Destroy Undead

Type B

This is similar to the Banish Demon ritual above, except that the spirit is destroyed instead of returned to the Spirit Realm. Undead are any creature or automaton which has a constructed spirit or who is a spirit linked to a body which is technically dead. Many priests see no difference between these two types. Most normal harmless ghosts are Type B. Spirits have their own penalties for dispelling under their descriptions.

Hold Demon/Undead

Type A

This is an attempt to protect oneself and all those standing nearby from a malevolent spiritual force such as a demon. The penalty for this attempt depends on the demon in question.

This prayer lasts for approximately 10 minutes if successful.

Inspire Crowds

Type B

Inspire Crowds is a magic aid for the speech giver. This makes the crowd very enthusiastic and willing to obey the priest's desires insofar as they are in conjunction with the previous speech. Crowds which have been inspired will not think as much as they might otherwise about suggested activities. They are essentially drugged by enthusiasm and will throw caution to the winds.

Remove Curse

Type of Curse

This prayer allows the priest to dispel the harmful effects of a curse. The Type of the removal is equal to the difficulty of the original curse.



Universal Aranity Rituals

Cleanse Mind

Ritual Time: 5 hours
 Duration: NA
 Complexity: Difficult
 Materials: Moderately important
 Setup: Moderate

This ritual empties a person's mind of all events relating to carefully selected subjects. Used to 'cure' mages. The target in question must be present, but need not have full mental faculties.

Excommunicate

Ritual Time: 1 hour
 Duration: Permanent
 Complexity: Moderate
 Materials: Not important
 Setup: Easy

Excommunicate casts a person from the religion so that they can reap no benefits from it. Any beneficial Aranity prayers cast upon the excommunicant automatically fail. Malevolent prayers gain a +1 bonus in addition to any other modifiers found elsewhere.

Exorcism

Ritual Time: 1 hour
 Duration: NA
 Complexity: Moderate
 Materials: Important
 Setup: Moderate

This is a ritualistic banishment of a demon who resides in a person or thing. The modifiers to an Exorcism depend on the strength of the demon, described under the demon section.

If the first attempt fails, the priest can immediately attempt to banish the demon by performing the exorcism ritual again. If the ritual is failed, baneful things may happen as described under the demon section.

Exorcised spirits are not destroyed; they must be banished once they are separated from a person or object.

Earth Prayers and Rituals

Befriend Animal

Type B

With this prayer, the Follower of Earth can make most animals. Befriended animals are cooperative and relatively docile. These animals do not trust anyone besides the priest as a result of the prayer. Injured or extremely angry animals are not affected by this prayer.

Bestow Resistance to Poisons

Type C

This blessing slows poisons so they take effect one-fourth as quickly, and also halves the chances of death or permanent harm due to the poison.

Bless Crops

Type B

Blessing crops causes the crops to be more immune to disease and more resistant to drought or flooding. If the crops are blessed, it will go down as a "good year."

Cure Blindness

Type D

This is an extremely difficult blessing to perform. Success means that blindness is cured, provided there are still eyes in the head of the victim. Sight will be a little below normal, depending on the circumstances of the victim's blindness.

Cure Deafness

Type D

This cures deafness in a victim. Hearing ability will depend on the circumstances of the victim's deafness. Hearing is likely to be around normal.

Enrich Food

Type C

This takes normal food and increases its ability to sustain life. Food blessed in this manner is twice as filling and caloric as its normal equivalent.

Lay On Hands

Type C

Laying on hands is an attempt to cure a wound or staunch bleeding. If successful, bleeding will cease. It also eliminates the chance of infection if some degree of care is applied to the wounds and halves the chances of infection otherwise.



Talk to Animal

Type C

A Follower of Earth can actually talk to animals by using this prayer. Note that many animals have very narrow interests and will be generally unhelpful; squirrels are more interested in collecting nuts than in discussing philosophy. An animal might know if someone had passed through an area though.

Assume Animal Form

- Ritual Time: 1 hour
- Duration: as desired
- Complexity: Difficult
- Materials: Not Important
- Setup: Not Difficult

After some meditation, the caster attempts to change into a natural animal. If the animal is the totem of the caster or closely related to the totem animal, the caster gains a +2 bonus on the attempt. As animal, the caster retains all mental abilities, but is unable to perform magic of any sort. No possessions are changed with the caster.

The animal change lasts until the caster wants to change back. Upon desiring to change back, make a Type A prayer roll with a penalty of 1 for each day of animal form. If the roll is failed, the caster is permanently an animal until some other priest of the religion aids the caster's return change.

Returning to one's original form gains a +1 bonus if done on the full, half, or new moon.

Earthquake

- Ritual Time: 1 day
- Duration: seconds-minutes
- Complexity: Very Difficult
- Materials: Very Important
- Setup: Difficult

The Earthquake ritual is a sacrifice. A large bull is killed at the beginning of the ritual. The carcass is then covered with model trees and people, the more realistic the better. The carcass is then ritualistically kicked by the caster and her cohorts until all things atop it are shaken loose. When all the things are kicked from it, the head is removed from the bull, placed on the caster's head, and the caster does the 'Bull as the World Shaking' dance accompanied by the helpers.

Throughout the entire ritual the caster needs to be chanting the incredibly complex ballad of the Shaking World without error. The bull also needs to be an extremely fine specimen for the ritual to succeed. If the performance is successful, it will end with an earthquake centered at the spot of the bull's death. Most often this ritual is performed in an open field, for obvious reasons. The level of the earthquake depends on the success of the

caster.

Table 116: Success of Earthquake

Roll	Richter Scale
1-2	4
3-5	5
6-8	6
9-11	7
12-13	7.5
14	8.0
15-20	8.5
21-25	9.0
26-up	9.3

Heal Disease/Major Ailment

- Ritual Time: 1 day
- Duration: NA
- Complexity: Very Difficult
- Materials: Very Important
- Setup: Difficult

This ritual cures an identified disease in the victim. Most of the ritual is meditation and prayer, so the caster will probably not become hoarse through casting it. The difficulty of this ritual becomes one step easier if the disease is not normally a fatal one.

Locust Plague

- Ritual Time: 10 Days
- Duration: Varies
- Complexity: Very Difficult
- Materials: Moderate
- Setup: Very Difficult

This group ritual requiring eleven priests causes a locust plague to occur in the general area. The plague arrives within a month after the completion of the ritual. The ritual needs a head priest and a chanter for each day. All priests are required to sleep in a specified manner and chant at odd hours of the night and day. At the end of the ritual there is usually a cooked goat feast, and then everyone falls asleep. The ritual must begin on a new moon.

Resurrection

- Ritual Time: 3 days
- Duration: NA
- Complexity: Very Difficult
- Materials: Very Important
- Setup: Very Difficult



This is an attempt to raise a dead person to life again. The corpse must be whole and freshly dead. Rot must not yet have set into the corpse.

Make an initial check after the first day, and if it is successful, make a second check on the third day. If the first check is failed, the priest knows there is no hope, and can stop casting the ritual.

Summon Animal

Ritual Time: 1 hour
Duration: Varies
Complexity: Slightly Difficult
Materials: Moderate
Setup: Moderate

This ritual summons an animal to the caster. The animal will be fairly friendly upon arrival. The ritual only works in areas where the animals actually exist. For example, it is impossible to summon a tiger in the middle of a desert.

Transform Human into Animal

Ritual Time: 1 hour
Duration: pre-set, as desired
Complexity: Difficult
Materials: Low
Setup: Not Difficult

This ritual transforms a person other than the caster into a specified animal. The change lasts for a time pre-set by the caster.

The ritual gains a plus 1 bonus if done on the full, new, or half moon.

Sun Prayers and Rituals

Banishment

Banishment is a normal Aranity ability. Followers of Light are better than average at it, and so gain a +3 bonus. See the universal description

Bestow Bravery

Type A

This makes the target brave and foolish for the next combat or event.

Resistance to Cold

Type C

The target is immune to freezing temperature for short periods of time, and can functionally normally.

Holy Strength

Type B

Holy Strength gives the target a +10 ST and +5 CO for one or two hours. Afterwards the target is very fatigued and needs around ten hours of sleep.

Resistance to Fire

Type C

This makes the target immune to normal flame for short periods of time.

Warmth

Type A

This makes the target comfortably warm. It immediately cures Hypothermia.

Banishment - Major Demon

Ritual Time: 1 hour
Complexity: Difficult
Materials: Medium
Setup: Tricky

A major banishment ritual, as described in the Demology section on section on page 170.

Banishment - Minor Demon

Ritual Time: 1/2 hour
Complexity: Moderate
Materials: Low
Setup: Easy

A minor banishment ritual, as described in the Demology section on section on page 170.

Create Permanent Halo

Ritual Time: 12 hours



Duration: Permanent
 Complexity: Difficult
 Materials: Very Important
 Setup: Difficult

This ritual causes a target object to glow in a white light permanently. The object is permanently pure and holy for Sun Followers. If the object in question is an object of importance to the church, the followers gain a +3 bonus on the roll.

The ritual requires a high priest and 3 followers of any rank to do. The ritual begins in the evening, and ends at dawn when the object is held up to the rising sun. Success is not known until night falls, however, when the object is held up to the setting sun again.

Summon Sun

Ritual Time: 1 hour
 Duration: Varies
 Complexity: Moderate
 Materials: Low
 Setup: Easy

This ritual encourages the sun to shine again during long periods of overcast or rain. The sun should shine briefly at the end of the ritual and then come out on a longer basis within a week should the ritual be successful.

This ritual requires five semi-competent dancers as well as the priest.

Tear Prayers and Rituals

Befriend Human

Type B

This causes the target human to view the caster with a positive response, provided the caster is not being offensive or harmful to the person.

Cause Agony in Another

Type C

This, called the Look of Judgment, causes the target to fall to the ground to writhe in guilt for a full minute. The target usually is too shaken afterwards to do much at all. If a Difficult level Self Control roll is made, the person can get up immediately after the minute is up. If a Resist Pain/Torture roll is made, the person can function throughout the pain.

Create water

Type D

The caster can take a full canteen and pour out water in excess of the canteen's capacity. The caster can multiply the volume of the canteen by 6. All water must be poured into drinking vessels immediately. The canteen is rendered empty at the end of this prayer.

Soothe Emotions

Type A

This immediately causes a hysterical person to calm down.

Calm Sea

Ritual Time: 1/2 hour
 Duration: Until Next Storm
 Complexity: Difficult
 Materials: Moderate
 Setup: Easy

The Setup is Moderate if ritual is on a ship. This prayer calms rough seas for as far as the eye can see. The prayer involves the ringing of silver triangles and loud chanting. The effects of the ritual lasts until the next storm.

Cause Agony in any Mortal Being

Ritual Time: From midnight to dawn
 Duration: 1 Day (Week)
 Complexity: Difficult
 Materials: Very Important
 Setup: Moderate

This ritual needs some physical part of the target being for material components. Without these parts the ritual will fail. The caster burns the body matter and the



person in question will be stricken with pain for the next day, and then be bedridden for a week in shock.

People afflicted should also pass a Shock/Stun roll or be put in shock. If the person ends up in shock, the person must make a Shock/Stun roll or perish.

Control Person

Ritual Time: From midnight to dawn
 Duration: Varies
 Complexity: Difficult
 Materials: Moderately important
 Setup: Moderate

This ritual attempts to control a target's mind. If the ritual is successful the person is controlled by the caster until the person undergoes a religious experience, an exorcism, or some large amount of pain.

Insert Dream in Human

Ritual Time: From midnight to dawn (or while victim is sleeping)
 Duration: NA
 Complexity: Slightly Difficult
 Materials: Moderately important
 Setup: Moderate

This ritual enables the caster to put dreams in the target's mind. These dreams are so powerful that the target will be hard put to resist changing her behavior accordingly.

Summon Rain

Ritual Time: From dawn to dusk
 Duration: Varies
 Complexity: Slightly Difficult
 Materials: Not important
 Setup: Easy

This prayer needs 4 or more dancers. The dancers all chant and dance for the rain to come, and if the ritual is successful, the rains should, if the day is cloudy, appear towards evening, or, if no clouds are around, appear in a few days.

The prayer is successful if at least 4 dancers succeed in their Ritual roll.

Summon Torrential Rains

Ritual Time: From dawn to dusk
 Duration: Varies
 Complexity: Difficult
 Materials: Moderate
 Setup: Easy

This prayer needs 4 or more dancers and a high priest drummer. The drummer must drum on a carefully prepared sacred Drum of the Tear. If the ritual is

successful, the rains should, if the day is cloudy, appear towards evening, and if no clouds are around, appear in a few days.

The drum itself needs to be a drum which is purified by some general Purification ritual. The drummer and the dancers need to make ritual checks.



Sound Prayers and Rituals

This ritual cures muteness or deafness in the victim.

Amplify voice

Type A

The caster's voice will carry over large distances very clearly.

Infuriate animal

Type B

This prayer causes an animal to go berserk with a glance. The animal will be blinded by rage, but does have a 25% chance of directly attacking the caster.

Tune Instrument

Type D

If the caster has any knowledge of an instrument this is only a Type A prayer. The prayer causes an instrument to be tuned in a very short amount of time. The instrument will also remain tuned for longer than usual, if nothing explicitly malevolent happens to it.

The caster needs to touch the instrument in question.

Cause Muteness/Deafness.

Ritual Time: 1 day
Duration: NA
Complexity: Very Difficult
Materials: Very Important
Setup: Difficult

This ritual causes muteness or deafness in the victim.

A piece of the victim must be available for the casting of the ritual.

Create Wind

Ritual Time: 2 hours
Duration: 2D6 hours
Complexity: Easy
Materials: Moderately important
Setup: Easy

This ritual will create a fairly stiff breeze. If there is already a wind, the ritual will cause the wind to grow stronger.

The wind will last a few hours.

If the caster wants storm-level winds, then he needs to spend an extra 2 hours and the ritual becomes Slightly Difficult with a Moderate setup.

Cure Muteness/Deafness

Ritual Time: 1 day
Duration: NA
Complexity: Difficult
Materials: Very Important
Setup: Difficult

Levitation

Ritual Time: 30 minutes
Duration: 5 minutes
Complexity: Difficult
Materials: Not important
Setup: Easy

After a half hour of meditation, the caster can cause herself to float into the air.

Sound and Tear Rituals

Summon Major Storm

Ritual Time: From dawn to dusk
 Duration: Varies
 Complexity: Difficult
 Materials: Moderately important
 Setup: Difficult

This ritual needs a Follower of Sound and a Follower of Tear. The setup for the ritual takes a full night previous to the casting.

At the beginning of the ritual, the Follower of Tear sprinkles water in a large circle etched in beach sand while the Follower of Sound plays a large drum and chants. At the end, they both bath in the sea while chanting a ritual chant. Then they blow sand into the air.

During the course of the day clouds should gather if not there previously. Upon completion of the ritual, rain and lightening should begin and over the next week heavy rains should soak the lands within a few hundred miles. If the season is stormy, it is possible to summon a hurricane.

If the day was already cloudy, the ritual is only Moderately Difficult. The strength of the storm is enough to flatten crops, cause floods, and blow over ramshackle buildings.

Dark Prayers and Rituals

Cause Forgetfulness

Type D
 This causes a victim to forget a specified incident or object.

Conceal Object

Type C
 This makes an object hard to find on a caster as the viewers keep forgetting the object and will perhaps convince themselves that they are not seeing it when they actually are.

Conceal Self

Type C
 This makes the caster hard to remember after a meeting has taking place. The caster uses this ability when leaving an engagement. Target's of this prayer will find it increasingly difficult as time passes to remember details about the caster.

Detect Deceit

Type A
 This ability allows the caster to detect if someone is lying to them.

Enter Dream Trance

Type D
 This puts the caster into a dream trance where the caster can attempt to glean visions of the future.

Perfect Trance (Death Trance)

Type B
 This puts the caster in a perfect trance in which it is impossible to tell that the caster is alive.

Clairaudience

Clairvoyance

Spiritual Guidance

Ritual Time: From dawn to dusk
 Duration: NA
 Complexity: Very Difficult
 Materials: Moderately important
 Setup: Difficult

All of these rituals are meditations performed while inhaling a large variety and quantity of incenses. These rituals can only be cast after a week of fasting. The Follower is allowed to drink water during the fast, however.

Spiritual Guidance allows the Follower to ask any question of a spirit and have it answered, provided an answer can be supplied in less than one minute of speech.

Clairvoyance supplies the Follower with a vision of any event which the Follower knows of in present time or history. The Follower can ask to see an event transpire or see any area at any time, hoping to find something of interest.

Clairaudience supplies the Follower with the sounds of any event as described in Clairvoyance.

The Cult of Dilgorethe the Goat Headed

This strange religion is devoted to the protection of nature. The sect has wide popular support among peasants and farmers, especially the Farman farmers, because they are willing to care for farm animals and perform rituals designed to aid the growth of crops at little or no cost.

Rituals focus on the healing of animals and plants, and nature is revered by all followers of Dilgorethe, the Goat-Headed god. The most spectacular ritual allows the priest of Dilgorethe to change his or her head into that of a goat, thus paying homage to Dilgorethe.

Members of this cult are called Dilgorethiens.

Prayers

Bless Animal

Type B

This prayer is usually used on farm animals to ensure their health. Blessed animals are resistant to disease and poisons, and should gain a +5 bonus to any RR rolls concerning such things.

Bless Baby

Type A

The priest of Dilgorethe here blesses a baby, a prayer intended to increase the general luck and happiness of the infant. Effects are unclear.

Bless Well/Water Supply

Type D

This prayer causes the water source to produce water that is purer than usual as long as it is kept in good repair or used frequently. Note that rotting meat, mud, and other such additives do make the water undrinkable as usual. This blessing removes some of the naturally occurring nastiness from the water only.

Calm Animal

Type C

The priest of Dilgorethe with this prayer can soothe a disturbed or angry animal. Animals angered into attacking that are not injured will most likely wander off, while terrified animals will become calm and cooperative. Injured animals are not affected by this prayer.

Terrify Animal

Type C

This prayer is used to make an animal flee from the priest. This prayer can be used to make horse bolt, attacking wolves flee, etc. This prayer will not work



against an animal driven to attack by an injury.

Rituals

Animal Warding

Ritual Time: 2 hours
 Duration: 1 week
 Complexity: Easy
 Materials: Low
 Setup: Easy

This ritual is used to prevent animals from entering an area about the size of an acre. The ritual makes animals uncomfortable when around the warded zone, but determined or intelligent animals may cross the warded area. Usually, however, animals will keep their distance and leave the protected area in peace.

This easy ritual requires only one performer. This person must mark the boundaries of the warded area in at least eight places with red paint. Other marks may also be used if desired at very little chance of harming the ritual's outcome. When the marking has been completed, the caster must recite an incantation. The ward is thus empowered.

Assume Goat-Form

Ritual Time: 6 hours
 Duration: 1 day
 Complexity: Slightly Difficult
 Materials: Very
 Setup: Complex

The goal of this ritual is to assume the form of the goat-headed god Dilgorethe. Dilgorethe appears as an extremely hairy human being with the head of a goat and hooves instead of feet. Priests use this ritual to impress outsiders or as part of another ritual, and this ritual may be performed alone.

The materials needed for the ritual are as follows: one healthy brown goat, one acre of healthy land with low vegetation (a forest clearing or even a field will suffice), and a ceramic goat mask. The goat must be painted with magic runes, and this can be difficult if the goat does not cooperate. The priest wears the ceramic goat mask and runs around the tethered goat until exhausted. Then the priest must draw magic symbols on his or her body while chanting mystic words.

Once this is completed, the goat is released from its tether and chased from the field. The performer then remains in the field for the remainder of the ritual time. The ceramic mask will become pliable and fleshy, and finally become a goat's head. Goat's hooves are not provided by this ritual. The mask will return to its

ceramic form after one day.

If the priest should happen to have goat hooves as well, she or he will become the next high priest of Dilgorethe as this is a sign from the god himself.

Dread Locust Plague

Ritual Time: 2 days
 Duration: Varies
 Complexity: Very Difficult
 Materials: Very
 Setup: Complex

This ritual is one of the most hated rituals possessed by the cult of Dilgorethe. Only used in extreme emergencies and with much regret, this ritual summons a swarm of locusts. These locusts are normal in every respect except that they are sterile, but due to their numbers they devastate the landscape. The plague cannot be controlled and will wander from location to location until they have all died.

The ritual requires the use of a special bronze locust statue owned by the cult of Dilgorethe. Approximately five are known to exist, and these wander from place to place as no priest wishes to have the means to harm the land. A statue can easily be made, if desired, as the icon is not magical in nature.

The bronze locust is hollow and must be filled with the carapaces of dead locusts. A wooden alter must be constructed for the metal locust. Once the locust is placed on the alter, the alter is burned. Once the fire has naturally died, the locust is removed from the ashes and its contents are emptied onto the ground. Locusts will begin to swarm to the location of the fire, and within one day the locust plague will have commenced.

Three priests are required for this ritual. These priests must dance and chant during the burning of the alter.

Dread Salted Earth

Ritual Time: 1 week
 Duration: NA
 Complexity: Extremely Difficult
 Materials: Moderate
 Setup: Difficult

This ritual has only been used once in the recorded history of Tigmar. It is despised by all farmers and priests of Dilgorethe, although it is kept as the ultimate defense of the cult. The ritual will make approximately four square miles of land completely unarable by increasing the salt content of the soil to unacceptable levels.

Thirty pounds of salt are needed. The priests must



construct an approximate model of the land that will be ruined in a field about an acre in size. The priests spend the week singing mournful songs and tilling the earth with the salt. During the final two days, however, five priests must sing continuously for ten hours with only salted water to drink. This accounts for the difficulty of the ritual.

Find Potable Water

Ritual Time: 3 hours
Duration: 15 minutes
Complexity: Slightly Difficult
Materials: Moderate
Setup: Trivial

This ritual is designed to lead the performer to potable water. Useful when in the wilds or for sinking wells, the performer enters into a trance and wanders towards the nearest unknown source of potable water. If this source is underground, the caster will stop over the water. If the duration of the ritual expires before the performer has located water, it is generally safe to assume that he or she was wandering towards the water. Note that this prayer will not point out various alternate sources of water, such as cacti.

The performer needs a rare stick, that is broken during the setup of the ritual. The performer then holds one part of the stick in each hand and allows them to “pull” her towards water, much like dowsing.

Heal The Land

Ritual Time: 1 week
Duration: NA
Complexity: Difficult
Materials: Very
Setup: Complex

This is the most-used of all Dilgorethe rituals. Requiring only one performer, the ritual will “heal” an area equivalent to 60 acres removing any parasitic diseases, insects, and curses. This ritual also improves the general quality of the soil; salt levels are reduced while the soil is made richer. Plants living in the area will become more healthy.

The performer must wear special a garb made woven entirely from plant fibers during the week of the casting. Each day, the performer is required to walk around the area to be healed while singing mystical incantations. On the last day of the ritual, the priest must construct an alter from wood indigenous to the area by hand. This construction accounts for the ritual's setup difficulty. Finally, the caster must sacrifice blood, usually his or her own, to Dilgorethe on the alter in return for Dilgorethe's

saving blessings.

Summon Spirit of the Forest

Ritual Time: 1 week
Duration: 95% D4 weeks, 5% Permanent
Complexity: Difficult
Materials: Moderate
Setup: Difficult

This ritual creates a benevolent guardian spirit that protects a region of forest fro a few weeks. Occasionally the spirit will become a permanent caretaker. The spirit will be peaceful and friendly towards persons perceived as allies, while it will use animals and plants to attack unwelcome invaders. The summoner can converse with the spirit to gain information about the general health of the forest or the location of specific entities or plants within the spirit's domain.

The ritual itself requires two priests. The rough center of the region to be protected by the spirit should be used as the ritual site. One priest prepares this place by clearing away low brush and carefully arranging all visible stones into a circle around a large tree. The other performer meditates daily next to the tree. On the last day of the ritual, both performers sing and dance according to the ritual's specifications. Finally, one priest sacrifices some of her blood to the tree. This unfortunate plant is then set on fire. Usually, the spirit appears within the tree during the fire and then extinguishes the flames before any severe damage has occurred. After any conversations with the spirit, the specific priests must leave the land they aided and never return because of their crimes against nature, even though they were the cause of good.