

Cults, Initiation, and Divine Magic for the “Alexander” Game (2/26/08)

Synopsis: There are 3 grades of initiation into a given deity's service – Initiate, Acolyte, and Priest.

Initiates – The cult acts as a minor *Patron*, able to offer some small assistance or hospitality on 9 or less.

Duty (cult) – The cult may occasionally (6 or less) have need of the character's assistance.

Initiates can plead for Divine Intervention (see below), and can purchase Feats, which are advantages bought with the limitations *Pact (requires frequent minor sacrifices)* -5% and *Power (Divine)* -5%, for a total *Feat* limitation of -10%. **Prerequisites:** 1 point in the Religious Ritual (*Deity*) skill. Cost of the Initiate package is 5 pts (plus any prerequisites).

Acolytes can purchase levels of the Holiness (*Deity*) advantage, and use them to invoke divine Prayer spells. **Prerequisites:** Initiate status, Religious Ritual (*Deity*) skill at 12, 1 point in the Theology skill. Cost of the Acolyte package is 5 pts (plus any prerequisites).

Priests can perform High Ceremonial Magic (from the upcoming GURPS Thaumatology), which is slower but more flexible than Prayer magic. Priests are also considered to be Initiates in cults allied to their own. **Prerequisites:** Acolyte status, 3 levels of Holiness (*Deity*), Public Speaking-12, Theology-12. Cost of the Priest package is 5 pts (plus any prerequisites).

The 12 Olympians

Zeus (Major Deity - kingship, storms)

allied cults: Athena, Hades, Poseidon

feats: *Blessed (Gifts of Zeus)* – 1/session, add 1d to ST, HT, or Will for 3d secs [10],

Eagle Eye (Telescopic Vision) [4.5/lvl],

Hero's Heart (Recovery) [9],

Indomitable [14],

War Cry (Rapier Wit, uses HT+Holiness instead of Public Speaking skill +20%, costs 1 Fatigue -5%, Takes Extra Time (not a free action) -5%, Feat -10%) [5], (see Powers p.70 per M.Mercator)

Weapon Master (Javelins) [18] or *Weapon Master (Javelins & Spears)* [24].

holiness: 1/day, Holiness may be added to *Administration, Intimidation, Leadership, Sex Appeal, Spear Throwing, Strategy*, or to *Survival* for weather-prediction purposes.

prayers: General plus Command (eagle), Divine Weapon (javelin), Missile Shower (javelin), Summon (eagle), Sureshot, Thunderbolt.

rituals: Common plus *Calm the Winds* (p.58), *Command/Seek/Summon Beast* (eagle, p.89/91), *Ghost Sword* (spears & javelins, p.105), *Guise* (p.52), *Inexorable Breeze* (p.60), *Mist* (p.60), *Predict Weather* (p.90), *Thunderbolt* (p.62), *Veil* (p.79), *Virility* (p.116), *Weapon Blessing* (spears & javelins, p.86), *Weatherworking* (p.91), and Sylph (Air Elemental) rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Hera (Major Deity - marriage, motherhood, queenship)

allied cults: Zeus, Ares (son), Hestia (sister)

feats: *Blessed (Gifts of Hera)* – 1/session, add 1d to Perception or Will for 3d secs [10],

Foxears (Parabolic Hearing) [3.6/lvl],

Empathy (Feat -10%) [5 or 14].

holiness: Holiness times/day, may add Holiness to *Body Language, Detect Lies, Diplomacy, Sex Appeal*, to any Medical skills used to assist at childbirth, or to own HT rolls made during childbirth.

prayers: General only.

rituals: Common plus *Cloud Memory* (p.51), *Fertility* (women, p.72), *Love Charm* (p.82), *Lust* (husband only, p.53), *Perfect Appearance* (p.115), *Read Memories* (p.78), *Read Thoughts* (p.78), *Sterility* (p.74), *Suggestion* (p.54).

Aphrodite (Major Deity - love, sex, fertility)

allied cults: one of Ares (lover), or Hephaestus (husband), but not both

feats: *Terrible Beauty* (Terror, using the *Awe* table from Powers p.85 +0%, Feat -10%) [27].

Appearance may be bought after character creation, up to *Transcendent*.

Initiates may use the *Enthrallment* skills from B191 using *Sex Appeal* skill instead of *Public Speaking*, with the limitation that only emotions appropriate to the goddess can be evoked.

holiness: Holiness times/day, Holiness may be added to Erotic Art, Sex Appeal.

prayers: General plus Love's Chains, Love's Snare.

rituals: Common plus *Love Charm* (p.82), *Lust* (p.53), *Perfect Appearance* (p.115), *Unbearable Pleasure* (p.116).

Apollo (Major Deity - sun, prophecy, healing, disease, music, archery, order)

allied cults: Artemis (sister), Asklepios (son), Hermes

feats: *Blessed (Blessed)* [10] or *Blessed (Very Blessed)* [20]

Blessed (Gifts of Apollo) – 1/session, add 1d to Perception or Will for 3d secs [10],

Eagle Eye (Telescopic Vision) [4.5/lvl],

Oracle [14],

Visions (Precognition, Can't See Own Death -60%, Feat -10%) [8],

Weapon Master (Bow) [18].

holiness: 1/day, Holiness may be added to *Bow*, *First Aid*, *Fortune-Telling (Augury)*, *Herb Lore*, or any musical skill.

prayers: General plus Command (Bull), Divine Weapon (Bow), Eliminate Disease, Greater Heal Wound, Missile Shower, Summon (Bull), Sunspear, Sureshot.

rituals: Common plus *Choose the Best Driver* (chariot, p.108), *Command/Seek/Summon Beast* (cattle, p.89/91), *Dose* (p.70), *Endure Elements* (sun only, p.59), *Fertility* (cattle, p.72), *Ghost Sword* (arrows, p.105), *Journeyman's Blessing/Curse* (cattle herder, musician, p.81/82), *Malaise* (p.73), *Measurement* (p.117), *Perfect Control* (chariot, p.66), *Perfection of the Soul* (p.118), *Scry* (p.78), *Smooth Ride* (chariot, p.68), *Vision of Luck* (p.79), *Vitality* (p.75), *Weapon Blessing* (bow, p.86), and Disease Spirit rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Ares (Major Deity - war, destruction)

allied cults: Aphrodite (lover), Hera (mother), Hades (uncle)

feats: *Blessed (Gifts of Ares)* – 1/session, add 1d to ST for 3d secs [10],

Ironskin (Damage Resistance 2, Feat -10%) [9]

Rending Blow (Striking ST +9, costs 1d Fatigue/second -35%, Feat -10%) [25],

War Cry (Rapier Wit, uses HT+Holiness instead of Public Speaking skill +20%, costs 1 Fatigue -5%, Takes Extra Time (not a free action) -5%, Feat -10%) [5],

Weapon Master (Any one weapon) [18],

Weapon Master (Hoplite: spear, shield, shortsword) [27],

Weapon Master (All) [41].

holiness: All Acolytes of Ares gain improved default weapon skills as per the *Weapon Master* advantage (B99). Skills may not be purchased from these defaults. Also, 1/day, Holiness may be added to *Forced Entry*, *Intimidation*, *Tactics*, or to any weapon skill.

prayers: General plus Divine Weapon (Sword), Fury, Invoke Deimos, Invoke Phobos, True (sword).

rituals: Common plus *Ghost Sword* (sword, p.105), *Warrior's Blessing* (p.76), *Weapon Blessing* (any weapon, p.86), and Fear Spirit rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Artemis (Major Deity - moon, animals, hunting, chastity, virginity, archery)

allied cults: Apollo (brother), Hekate (aspect), Pan

feats: *Blessed (Gifts of Artemis)* – 1/session, add 1d to Move or Perception for 3d secs, or recover 2d Fatigue [10],

Eagle Eye (Telescopic Vision) [4.5/lvl],

Fleetfoot 0.5 (Enhanced Move (Ground) 0.5, Costs 2 Fatigue/min -10%, Feat -10%) [8],

Fleetfoot 1 (Enhanced Move (Ground) 1, Costs 2 Fatigue/min -10%, Feat -10%) [16],

Foxears (Parabolic Hearing) [3.6/lvl],

Salmon Leap (Super Leap 1, Costs 2 Fatigue/min -10%, Feat -10%) [8],

Swiftness (Basic Speed +1.00 (inc. Move & Dodge), Costs 1 Fatigue/sec -20%, Feat -10%) [14],

Walk With Ease (Terrain Adaptation, Active +300%, Feat -10%) [14] – Note: Besides allowing the Initiate to traverse difficult terrain at full Move, this Feat also removes any penalty to Stealth caused by leaf litter, creaky floorboards, etc. Similarly, any bonuses that would normally apply to Track the user through mud, snow, etc. are eliminated.

Weapon Master (Bow) [18].

holiness: 1/day, Holiness may be added to Bow, Tracking, Animal Handling, and rolls to resist Sex Appeal or similar erotic influence. Additionally, all attempts to Track the acolyte suffer a penalty equal to the acolyte's Holiness. (This does not apply to any companions.)

prayers: General plus Divine Weapon (bow), Fearshock, Missile Shower, Sureshot.

rituals: Common plus *Charm Against Dark Beasts* (p.93), *Command/Seek/Summon Beast* (stag/hind, p.89/91), *Ghost Sword* (arrows, p.105), *Hallucination* (p.52), *Hunter's Blessing* (p.90), *Impotence* (p.115), *Sterility* (p.74), *Weapon Blessing* (bow, p.86).

Athena (Major Deity - wisdom, crafts, war, strategy, olives)

allied cults: Zeus (father), Hephaestus, Hermes

feats: *Common Sense* [9],

Enhanced Defenses (Shield Block) [5],

Enhanced Defenses (one Weapon Parry) [5],

Enhanced Defenses (any Weapon Parry) [9],

Intuition (Costs 2 Fatigue/use -10%, Feat -10%) [12]

Speak w/Owls 1 (Speak w/Animals, One Family -60%, Feat -10%) [8],

Speak w/Owls 2 (Speak w/Animals, Sapience +40%, One Family -60%, Feat -10%) [18],

Weapon Master (Spear) [18].

holiness: 1/day, Holiness may be added to Parry Missile Weapons, Spear, Strategy, Tactics, any Craft skill, or to a Feint roll.

prayers: General plus Divine Weapon (Spear), Protection, Reflection, True (Spear).

rituals: Common plus *Command/Seek/Summon Beast* (owl, p.89/91), *Curse Mirror* (p.93), *Ghost Shirt* (p.96), *Ghost Sword* (spear, p.105), *Journeyman's Blessing/Curse* (craft, p.81/82), *Weapon Blessing* (spear, p.86).

Demeter (Major Deity - agriculture, food, fertility)

allied cults: Zeus (brother), Persephone (daughter), Dionysos

feats: *Plant Empathy* [5]

holiness: Holiness *always* adds to Farming skill. If you ever meet a sentient plant, you may take Holiness as a Reaction bonus.

prayers: General plus Greater Heal Wound, Restore Health.

rituals: Common plus *Fertility* (grain & domestic vegetation, p.72), *Speak the Enigma* (p.118).

Hades (Major Deity - death, wealth, justice, underworld)

allied cults: Zeus, Ares, Hekate, Persephone

feats: *Speak with the Dead 1* (Medium, Specialized: Ghosts -50%, Preparation Required: 1 minute -20%, Feat -10%) [2],
Speak with the Dead 2 (Medium, Specialized: Ghosts -50%, Feat -10%) [4],
Speak with the Dead 3 (Medium, Visual +50%, Specialized: Ghosts -50%, Feat -10%) [9],
Speak with the Dead 4 (Medium, Universal +50%, Visual +50%, Specialized: Ghosts -50%, Feat -10%) [14],
Spirit Empathy (ghosts) [5],
Unfazeable [14].

holiness: Holiness may always be added to HT rolls to avoid death (cf. Hard to Kill). Also, 1/day, Holiness may be added to Connoisseur, Hidden Lore (Spirit), or Law.

prayers: General plus Darkeyes, Find Wealth, Lay to Rest, Rebuke Undead.

rituals: Common plus *Command the Bodies of the Dead* (to be used only at great need, p.111), *Lay to Rest* (p.105), *Open the Higher Gate* (p.113), *Rockfall* (p.61), *Thicken the Walls of the World* (p.119), *Veil* (p.79), *Windfall* (p.87), and Ghost/Gnome (Earth Elemental) rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Hermes (Major Deity - travel, merchants, trade, information, shepherds, thieves)

allied cults: Apollo, Hekate, Pan

feats: *Absolute Direction* [5],
Blessed (Gifts of Hermes) – 1/session, add 1d to Move for 3d secs, or recover 2d Fatigue [10],
Catfall (Costs 2 Fatigue/use -10%, Feat -10%) [8],
Fleetfoot 0.5 (Enhanced Move (Ground) 0.5, Costs 2 Fatigue/min -10%, Feat -10%) [8],
Fleetfoot 1 (Enhanced Move (Ground) 1, Costs 2 Fatigue/min -10%, Feat -10%) [16],
Dislocation (Flexibility (Double-Jointed), Costs 1d Fatigue/sec -35%, Feat -10%) [9],
Foxears (Parabolic Hearing) [3.6/lvl],
Salmon Leap (Super Leap 1, Costs 2 Fatigue/min -10%, Feat -10%) [8],
Stickyhands (Clinging, Costs 2 Fatigue/min -10%, Feat -10%) [16],
Swiftness (Basic Speed +1.00 (inc. Move & Dodge), Costs 1 Fatigue/sec -20%, Feat -10%) [14],
Walk With Ease (Terrain Adaptation, Active +300%, Feat -10%) [14] – Note: Besides allowing the Initiate to traverse difficult terrain at full Move, this Feat also removes any penalty to Stealth caused by leaf litter, creaky floorboards, etc. Similarly, any bonuses that would normally apply to Track the user through mud, snow, etc. are eliminated.

holiness: 1/day, Holiness may be added to *Acrobatics*, *Acting*, *Fast Talk*, *Filch*, *Holdout*, *Merchant*, *Sleight of Hand*, or *Stealth*. Additionally, Holiness times/day, Holiness may be added to *Running* or *Hiking* skill (note that this will not increase combat Move).

prayers: General plus Divine Luck, Missile Shower (sling stones/bullets), Reflection, Summon (Goat/Sheep), Sureshot (sling), Winged Speech.

rituals: Common plus *Astral Projection* (p.112), *Cloud Memory* (p.51), *Command/Seek/Summon Beast* (goats/sheep, p.89/91), *Compass* (p.108), *Fertility* (goats/sheep, p.72), *Ghost Sword* (caduceus, p.105), *Good Packing* (p.109), *Gremlins* (p.64), *Guise* (p.52), *Journeyman's Blessing/Curse* (herder, merchant, p.81/82), *Know the Way* (p.109), *Locate* (any, p.77), *Measurement* (p.117), *Obscurity* (p.54), *Suggestion* (p.54), *Tirelessness* (humans only, p.110), *Veil* (p.79).

Hestia (Minor Deity - hearth, domesticity, peace)

allied cults: Zeus (brother), Hera (sister), Hephaestus

feats: *Blessed (Gifts of Hestia)* – 1/session, add 1d to HT for 3d secs, or recover 1d Hit Points [10],
Spirit Empathy (household spirits) [5].

holiness: Holiness always adds to Cooking, Diplomacy, and Housekeeping skills. Holiness may be added to Survival skill for purposes of building a fire only. Also, Holiness acts as DR against fire.

prayers: General plus Light the Hearth, Protection.

rituals: Common plus *Conjure Flame* (p.59), *Firecalm* (p.60), and Household Spirit/Salamander (Fire Elemental) rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Poseidon (Major Deity - sea, earthquakes, horses)

allied: Zeus (brother), Hades (brother), Castor & Pollux

feats: *Speak w/Horses* (Speak w/Animals, One Species -80%, Feat -10%) [5],
Speak w/Sea Creatures (Speak w/Animals, Class: all Sea Creatures -40%, Feat -10%) [13],
Spirit Empathy (nymphs & nereids) [5],
War Cry (Rapier Wit, uses HT+Holiness instead of Public Speaking skill +20%, costs 1 Fatigue -5%, Takes Extra Time (not a free action) -5%, Feat -10%) [5].

holiness: 1/day, Holiness may be added to any Animal Handling (horses), Crewman (Seamanship), Navigation (Sea), or Shiphandling roll. Move score in water is increased by half Holiness (round down). Also, damage from falling into water (high dive) is reduced by Holiness.

prayers: General plus Breathe Water, Favoring Winds, Float, Summon (Horse).

rituals: Common plus *Calm the Winds* (only at sea, p.58), *Choose the Best Driver* (ships/boats, p.108), *Command/Seek/Summon Beast* (horse/sea creature), p.89/91), *Command the Waves* (p.59), *Compass* (sea only, p.108), *Confuse Navigator* (sea only, p.108), *Ghost Sword* (trident, p.105), *Hasten Mount* (p.72), *Inexorable Breeze* (only for sails, p.60), *Know the Way* (sea only, p.109), *Perfect Control* (boat/ship, p.66), *Predict Weather* (sea only, p.90), *Rockfall* (p.61), *Shake the Earth* (p.61), *Smooth Ride* (boat/ship, p.68), *Tirelessness* (horses only, p.110), and Nymph/Nereid/Undine/Water Elemental rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Other gods

Asklepios (Minor Deity - healing)

allied cults: Apollo(father), Hestia

feats: *Healing Hands 1* (Healing, Capped at 4 FP -20%, Feat -10%, Prep Required:1 min -20%) [15],
Healing Hands 2 (Healing, Capped at 4 FP -20%, Feat -10%) [21],
Healing Hands 3 (Healing, Faith Healing +20%, Capped at 8 FP -10%, Feat -10%) [30],
Healing Hands 4 (Healing, Faith Healing +20%, Affects Self +50%, Feat -10%) [48],
Spirit Empathy (healing spirits) [5].

holiness: Holiness times/day, Holiness may be added to Herb Lore, or any Healer skill from B90.

prayers: General plus Elim. Disease, Greater Heal Wound, Heal Body, Restore Health, Restore Limb.

rituals: Common plus *Dose* (p.70), *Slumber* (cannot intend to harm target, p.57), *Soothe* (p.74), *Succor* (p.75), *Vitality* (p.75), and Disease Spirit/Healing Spirit rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Castor & Pollux (Minor Deities - riding, boxing, brotherhood)

allied cults: Zeus, Poseidon

feats: *Enhanced Defenses (Boxing Parry)* [5],
Fleetfoot 0.5 (Enhanced Move (Ground) 0.5, Costs 2 Fatigue/min -10%, Feat -10%) [8],
Ironfist (Blunt Claws plus DR 3 on hands, Costs 2 Fatigue/min, Feat -10%) [10],
Special Rapport [5],
Swiftness (Basic Speed +1.00 (inc. Move & Dodge), Costs 1 Fatigue/sec -20%, Feat -10%) [14],
Trained by a Master (Accessibility: Boxing only -30%, Feat -10%) [18].

holiness: Holiness times/day, Holiness may be added to Animal Handling (horses), Boxing, or Riding.

prayers: General plus Command (Horse), Divine Fist (Boxing), Mastfire, Sharing of the Twins.

rituals: Common plus *Calm the Winds* (ships only, p.58), *Choose the Best Driver* (horse riding, p.108),
Warrior's Blessing (reflexes only, p.76), *Weapon Blessing* (horse – affects Riding rolls, p.86).

Dionysos (Major Deity – wild vegetation, wine, dancing, pleasure, insanity)

allied cults: Zeus(father), Pan, Demeter, Persephone

feats: *Blessed (Gifts of Dionysos)* – 1/session, add 1d to HT for 3d secs, or recover 2d Fatigue [10],
Drunken Resilience (Injury Tolerance, Damage Reduction/2, Accessibility: Only when drunk
(see B428) -15%, Costs 2 Fatigue/min -10%, Feat -10%) [33],
Hero's Heart (Recovery) [9],
Salmon Leap (Super Leap 1, Costs 2 Fatigue/min -10%, Feat -10%) [8],
Terrible Confusion (Terror, using the *Confusion* table from Powers p.85 +0%, Costs 2
Fatigue/use -10%, Active +0%, Feat -10%) [24].

holiness: 1/day, Holiness may be added to any Body Language, Carousing, Dancing, Herb Lore, or
Jumping skill. 1/day, may add Holiness to the Intoxication level caused by a beverage or cask
touched. Finally, all Acolytes of Dionysos may learn the esoteric skill Flying Leap (B196).

prayers: General plus Dismember, Insanity.

rituals: Common plus *Compass* (wilderness only, p.108), *Confuse Navigator* (in wild vegetation only,
p.108), *Fertility* (grapevines and wild vegetation, p.72), *Gentle Beast* (p.89), *Ghost Sword*
(thyrsus, p.105), *Hallucination* (p.52), *Know the Way* (in wild vegetation only, p.109), *Mist*
(p.60), *Speak the Enigma* (p.118), *Suggestion* (p.54), *Unbearable Pleasure* (p.116), *Virility*
(p.116), and Passion Spirit rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/*
Summon, pp.100-107).

Hekate (Major Deity - magic, crossroads, necromancy)

allied cults: Artemis(aspect), Hades, Hermes

feats: *Speak w/Dogs* (Speak w/Animals, One Species -80%, Feat -10%) [5],
Speak with Spirits 1 (Medium, Specialized: one type -50%, Preparation Required: 1 minute
-20%, Feat -10%) [2],
Speak with Spirits 2 (Medium, Preparation Required: 1 minute -20%, Feat -10%) [7],
Speak with Spirits 3 (Medium, Preparation Required: 1 minute -20%, Universal +50%, Feat
-10%) [12],
Spirit Empathy (ghosts) [5],
Spirit Empathy (all) [9],
Unfazeable [14],
War Cry (Rapier Wit, uses HT+Holiness instead of Public Speaking skill +20%, costs 1 Fatigue
-5%, Takes Extra Time (not a free action) -5%, Feat -10%) [5].

holiness: 1/day, Holiness may be added to Intimidate, Hidden Lore (Spirit), or to any Will roll. Also,
Acolytes of Hekate may learn the esoteric skill *Blind Fighting* (B180).

prayers: General plus Command (Ghost), Fearshock, Insanity, Summon (Ghost)

Hekate (cont'd)

rituals: Common plus *Astral Projection* (p.112), *Confuse Navigator* (night only, p.108), *Curse Mirror* (p.93), *Evil Eye* (p.71), *Ghost Sword* (any weapon, p.105), *Hallucination* (p.52), *Hand of Glory* (p.52), *Impotence* (p.115), *Malediction* (p.84), *Night Terrors* (p.57), *Spirit Slave* (p.106), and any spirit ritual (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Hephaestus (Major Deity - blacksmithing, fire)

allied cults: Aphrodite (wife), Athena, Hestia

feats: *Blessed (Gifts of Hephaestus)* – 1/session, add 1d to ST for 3d secs, or recover 2d Fatigue [10], *Gadgeteer* [23], *Gizmo* [4.5 pts/gizmo, max of three], *Ironfist* (Blunt Claws plus DR 3 on hands, Costs 2 Fatigue/min, Feat -10%) [10], *Ironskin* (Damage Resistance 2, Feat -10%) [9], *Smoke Eater* (Filter Lungs) [5], *Spirit Empathy (salamanders)* [5].

holiness: 1/day, Holiness may be added to any Armoury, Gunner (Catapult), Jeweler, Mechanic, Metallurgy, or Smith skill. Holiness also acts as DR against fire.

prayers: General plus Enchant, Hone Weapon, Light the Forge, Sunder Weapon.

rituals: Common plus *Conjure Flame* (p.59), *Firecalm* (p.60), and Salamander (Fire Elemental) rituals (*Banish/Bind/Embody/Empower/Exorcise/Fetish/Spirit Trap/Summon*, pp.100-107).

Herakles (Major Deity - strength, heroism, monster-slaying)

allied cults: Athena, Hermes, Zeus(father)

feats: *Blessed (Gifts of Herakles)* – 1/session, add 1d to ST or HT, or 2d to Lifting ST for 3d secs; or regain 2d Fatigue [10], *Hero's Heart* (Recovery) [9], *Heroic Resilience* (Injury Tolerance, Damage Reduction/2, Costs 2 Fatigue/min -10%, Feat -10%) [40], *Heroic Strength* (Arm ST +6, costs 2 Fatigue/min -10%, Feat -10%) [24], *Ironfist* (Blunt Claws plus DR 3 on hands, Costs 2 Fatigue/min, Feat -10%) [10], *Rending Blow* (Striking ST +9, costs 1d Fatigue/second -35%, Feat -10%) [25], *Trained by a Master (Accessibility: Wrestling only -30%, Feat -10%)* [18], *War Cry* (Rapier Wit, uses HT+Holiness instead of Public Speaking skill +20%, costs 1 Fatigue -5%, Takes Extra Time (not a free action) -5%, Feat -10%) [5], *Weapon Master (Club/Mace)* [18].

holiness: 1/day, Holiness may be added to *Bow*, *Intimidation*, *Lifting*, *Wrestling*, or to *Axe/Mace*, or *Two-Handed Axe/Mace*, but only with crushing attacks (clubs and maces, not axes).

prayers: General plus Divine Fist (Wrestling), Divine Weapon (Club/Mace), Fury, True (Club/Mace).

rituals: Common plus *Endure Elements* (p.59), *Ghost Sword* (club/mace, p.105), *Hunter's Blessing* (p.90), *Tirelessness* (humans only, p.110), *Warrior's Blessing* (p.76), *Weapon Blessing* (club/mace, p.86).

Pan (Major Deity - wilderness, animals, fear)

allied cults: Artemis, Dionysos, Hermes

- feats:** *Animal Empathy* [5],
Blessed (Gifts of Pan) – 1/session, add 1d to Move or Perception for 3d secs, or recover 2d Fatigue [10],
Fleetfoot 0.5 (Enhanced Move (Ground) 0.5, Costs 2 Fatigue/min -10%, Feat -10%) [8],
Fleetfoot 1 (Enhanced Move (Ground) 1, Costs 2 Fatigue/min -10%, Feat -10%) [16],
Foxears (Parabolic Hearing) [3.6/lvl],
Salmon Leap (Super Leap 1, Costs 2 Fatigue/min -10%, Feat -10%) [8],
Speak with Pan's Children 1 (Speak w/Animal, One Species -80%, Feat -10%) [5],
Speak with Pan's Children 2 (Speak w/Animal, One Family -80%, Feat -10%) [8],
Speak with Pan's Children 3 (Speak w/Animal, Land Animals & Birds -40%, Feat -10%) [13],
Speak with Pan's Children 4 (Speak w/Animal, Sapience +40%, Land Animals & Birds -40%, Feat -10%) [23],
Walk With Ease (Terrain Adaptation, Active +300%, Feat -10%) [14] – Note: Besides allowing the Initiate to traverse difficult terrain at full Move, this Feat also removes any penalty to Stealth caused by leaf litter, creaky floorboards, etc. Similarly, any bonuses that would normally apply to Track the user through mud, snow, etc. are eliminated.
- holiness:** 1/day, Holiness may be added to any Animal Handling, Climbing, Survival, Tracking, or Intimidation roll.
- prayers:** General plus Fearshock
- rituals:** Common plus *Charm Against Dark Beasts* (p.93), *Command/Seek/Summon Beast* (any, p.89/91), *Compass* (wilderness only, p.108), *Confuse Navigator* (wilderness only, p.108), *Endure Elements* (p.59), *Gentle Beast* (p.89), *Know the Way* (wilderness only, p.109), *Obscurity* (wild places only, p.54).

Tyche (Minor Deity - luck)

allied cults: Hermes

- feats:** *Battle Fortune* (Luck, Aspected: Combat -20%, Defensive -20%, Feat -10%) [8],
Enhanced Defenses (Dodge, Feat -10%) [14],
Extra Life (Feat -10%) [23],
Foolish Rush (Daredevil, All-Out -25%, Feat -10%) [10],
Gizmo [4.5 pts/gizmo, max of three],
Luck (Feat -10%) [14],
Luck, Extraordinary (Feat -10%) [27],
Serendipity (Feat -10%) [14],
Wish (Luck, Wishing +100%, Active -40%, Feat -10%) [23].
- holiness:** Holiness may be added to Gambling skill, but any proceeds must be donated to the goddess.
- prayers:** General plus Minor Luck, Divine Luck, Greater Luck, Reflection.
- rituals:** Common plus *Chaperone* (p.80), *Ghost Shirt* (p.96), *Malediction* (p.84), *Stroke of Luck* (p.85), *Vision of Luck* (p.79), *Windfall* (p.87).

Divine Magic

Divine Intervention – Initiates may call upon the deity for miracles. The deity will respond on a roll of 6 or less. If the deity responds, make a Reaction roll at –2 (-0 for minor deities), modified upwards by the Initiate's *Holiness*. If the initial attempt does not succeed, desperate characters may continue to beseech the deity, once per turn. Each additional turn commits the character to a 1 point Disadvantage (usually an appropriate Vow) when the deity finally appears. Alternately, at the GM's discretion, the character may voluntarily take a disadvantage prior to beseeching the deity. Taking a 5-point disad would

raise the base likelihood of divine intervention to 8 or less, 10 points to 11 or less, and 15 points to 14 or less (thanks to Sean Robson for this idea).

Holiness – Acolytes are eligible to buy the new advantage **Holiness** at 10 points/level.

Holiness gives some permanent advantages:

- +1/level to Reaction rolls for divine intervention (see *Divine Favor*, above).
- +1/level to Reaction rolls for Initiates of the same cult, halved for allied and friendly cults.
- +1/level to rolls for *Banish*, *Exorcism*, or other direct contests vs. the deity's magical enemies.
- Other advantages unique to that deity (Examples: Initiates of the Roman fertility god Quirinus receive a bonus to all Health rolls to prevent crippling, disease, or poison damage; Initiates of Freyja receive bonuses to Seduction, Divination, and Animal Handling).

Prayers (spells) An Acolyte has **Prayer points**, equal to her *Holiness*, which may be spent for spell-like effects. *Prayer* used for this purpose is regained at one point per week, or faster if attending a worship service is possible. Unless otherwise specified, casting time is 1 second (use the Concentrate maneuver). There is no Fatigue cost, unless noted. For purposes of counter-magic, etc., divine spells are treated as if cast at a skill level equal to the caster's current Fatigue + *Holiness*.

Common prayers (available to Initiates of any deity)

<u>Name</u>	<u>Prayer Cost</u>	<u>Description</u>
Citadel of Faith	3	Gives the caster all the benefits of <i>True Faith</i> (B94, NOT ordinarily available as an advantage in this campaign), <u>and</u> acts as a spell shield, resisting harmful spells with a strength equal to the caster's current Fatigue + <i>Holiness</i> . Lasts for as long as the Initiate prays, plus the duration of any battle thereafter. May not be cast on others.
Dismiss Magic	1	As <i>Dispel Magic</i> (B250, M126), but affects a single subject (instead of an area), and the Initiate rolls Fatigue + <i>Holiness</i> against each Spell's skill. If desired, the Initiate may exclude spells from the <i>Dismissal</i> . Range is Touch.
Extension	1/level	This prayer simply increases the duration of another Divine prayer. The <i>Extension</i> need not be cast until the existing duration is about to expire. Note, however, that all Prayer points tapped for an <i>Extended</i> spell cannot be regained until that spell has expired. Every point of <i>Extension</i> increases the spell duration by one entry on the following progression (Instant effect spells are not affected): <ul style="list-style-type: none"> • One Battle or One Diameter (the time it takes the sun to move its diameter in the sky) • Until next Sunrise/ Noon/ Sunset/ Midnight • One Day • One Week • Next Full/New Moon
Find Enemy	1	Tells the caster which person(s) in a given area intend him harm at that moment. There is a Fatigue cost of 1 for a 1-hex area, 2 for a 2-hex radius, 3 for a 3-hex radius, etc. The Initiate must be within or at the edge of this area, or use the <i>Range</i> prayer. Note that there is no visible manifestation of this prayer; it is subtle.
Heal Wound	1	Heals damage to the head OR one limb OR the torso and vitals, at a cost of 1 Fatigue per hit point. Allows a single reroll of the Health roll to prevent crippling, if performed within about an hour of the injury. Range is Touch.

Range	1/level	Allows a Divine "touch only" prayer to be cast up to 100 yards away, or a ranged prayer to have increased range. Additional levels of <i>Range</i> add distance, as per the Long-Distance Modifiers table on B241/M14. No additional casting time is required.
Shield of Faith	2	Acts as a spell shield, resisting hostile or harmful spells with a strength equal to the caster's current Fatigue + Holiness. May be cast on others. Lasts until the next Sunrise/ Noon/ Sunset/ Midnight. Range is Touch.
Soul Sight	2	Allows the Initiate to see the approximate Fatigue of beings, and whether they are Initiates of a deity or not. Since nonliving things have no souls, any illusions or created beings, undead, etc., will be quickly distinguished. Spells and enchantments will also be visible, but only divine magic may be identified as to purpose, intensity, etc.; sorcery will simply be seen as "sorcery of unknown power and purpose". Costs 1 Fatigue/minute.
Spirit Block	1/lvl	Each point adds 5 to the Initiate's defensive rolls in spirit combat. No effect on offensive ability. Lasts for one battle.
Sweat of Heroes	2	Allows the Initiate to use the Extra Effort in Combat rules (B357). Lasts for one battle.
Worship (<i>deity</i>)	3	Allows an Initiate to "celebrate" (conduct) a formal worship service (minimum 2 hours), which allows the gathered worshippers to regain tapped Holiness. The priest and all the worshippers must be in a <i>Sanctified</i> area. This makes a Holiness of 3 the minimum necessary for a true priest. Note that the 3 Prayer Points spent by the celebrant are <u>not</u> regained at this time. Up to 3 priests may share the cost of <i>Worship</i> (but all three must have Holiness 3 or higher).

Restricted effects (only available to Initiates of particular deities) – This is only a partial list!

<u>Name</u>	<u>Holiness</u>	<u>Description</u>
Breathe Water	1	Allows the spell recipient to breathe water. Range is Touch. Lasts for One Diameter (a few minutes). (<i>Extension</i> may be particularly useful here). (Poseidon)
Command (<i>species</i>)	1	The Initiate may establish mental control over an animal or spirit important to the cult, by succeeding in a Quick Contest between the caster's Fatigue + Holiness vs. the target's Fatigue. Actual control requires a Concentration maneuver, and is line-of-sight only. Mounts share in any protection granted by their rider's divine magic. Lasts for one battle, or one Diameter (a few minutes). (Examples: Zeus - <i>eagle</i> ; Poseidon - <i>horse</i> ; Apollo - <i>bull</i> ; Hekate - <i>ghost</i>)
Darkeyes	1	Gives an Initiate the <i>Dark Vision</i> advantage (B47) for one battle, or one Diameter (a few minutes). For 2 Prayer Points, a non-Initiate may be the subject. Range is Touch. (Hades)
Dismember	2	All of the Initiate's unarmed grappling attacks do cutting damage for one battle. (Dionysos)

Divine Fist	2	Grants the Initiate the Trained By A Master advantage for one battle, but only for use with a single unarmed combat skill favored by the deity. (Castor & Pollux – <i>Boxing</i> , Herakles – <i>Wrestling</i>)
Divine Luck	2	Allows two rerolls of a die roll directly affecting the character. This spell takes NO time to cast, it is instant. No <i>Luck</i> spell may be used more than once on a single die roll. <i>Luck</i> spells may not be stacked with the Luck advantage. (Tyche, Hermes)
Divine Weapon	2	Grants the Initiate the Weapon Master advantage (B99) for their deity’s chosen weapon for one battle. (Apollo – <i>bow</i> , Athena – <i>spear</i> , Ares – <i>any</i> , Herakles – <i>club/mace</i> , Zeus – <i>javelin</i>)
Enchant (various)	1/level	This prayer is used to create magic items. The actual enchantments available to the cult vary widely by deity, but the craftsman cults (Hephæstus) are particularly adept at them.
Favoring Winds	1/level	This prayer gives favorable wind conditions for sailing until the next Sunrise/ Noon/ Sunset/ Midnight. All Shiphandling rolls are at +2/level for the duration of the spell. The <i>Extension</i> spell is particularly useful when applied to this spell. (Poseidon)
Fearshock	1	Roll a Quick Contest between the caster’s Fatigue + Holiness vs. the target’s Fatigue, if the target fails, they are treated as having failed a Fright Check, and must roll on the Fright Check Table, adding the Holiness of the caster to the result. Range is Touch. (Hekate, Artemis, Pan)
Find Wealth	1	Locates the greatest concentration of buried wealth in a given area (this could be buried treasure or unexcavated gems or ore). There is a Fatigue cost of 1 for a 1-hex area, 2 for a 2-hex radius, 3 for a 3-hex radius, etc. Depth is equal to Fatigue spent, in yards. The Initiate must be within or at the edge of this area, or use the <i>Range</i> prayer. Note that there is no visible manifestation of this prayer; it is subtle. (Hades)
Float	1 or 1/level	Causes the Acolyte plus up to Heavy encumbrance to float in the water, for the next Diameter (a few minutes). If cast on another person or object, the prayer will cause 300 lbs/level to float. Range is Touch. (Poseidon)
Fury	2	Induces a berserker rage, as the <i>Berserk</i> disadvantage (B124), with the following additions: <ul style="list-style-type: none"> • no ranged weapons or magic may be used • no feints are allowed • the berserk character has +6 ST. • the berserker is -5 on all Sense and Alertness rolls that don't involve finding the next target, • when the spell ends, take 3d6 Fatigue. If cast on an unwilling subject (base range is Touch), the caster must win a Fatigue + Holiness vs. Fatigue contest for the prayer to take effect. After each foe is downed, the target may choose to make a Will-3 roll to snap out of <i>Fury</i> . (Ares, Herakles)
Greater Heal Wound	2	Heals damage to the entire body, at a cost of 1 Fatigue per 2 hit points healed. Allows a single reroll of any Health roll to prevent crippling, if performed within an hour of the injury. Range is Touch. (Apollo, Asklepios, Demeter)

Greater Luck	3	Allows <u>three</u> re-rolls of a die roll directly affecting the character. This spell takes NO time to cast, it is instant. No <i>Luck</i> spell may be used more than once on a single die roll. <i>Luck</i> spells may not be stacked with the Luck advantage. (Tyche)
Heal Body	3	Heals all bodily damage, at no Fatigue cost. Allows a reroll of Health on any crippling injuries, one-time only. Will not restore severed parts. Range is Touch. (Asklepios)
Hone Weapon	1 / 3	Makes the targeted weapon temporarily of <i>Fine</i> or <i>Very Fine</i> quality for the duration of one battle. (This assumes the weapon to be initially of <i>Good</i> quality. If cast on a <i>Cheap</i> weapon, the effect is reduced.) If cast on a <i>Fine</i> weapon, only the 3-pt blessing will have any effect. <i>Very Fine</i> weapons are unaffected by this blessing. Range is Touch. (Hephaestus)
Insanity	1	If the target fails a contest of Fatigue vs. the caster's Fatigue + Holiness, they must roll on the <i>Madness</i> table (M-67). Lasts until the next Sunrise/ Noon/ Sunset/ Midnight. Range is Touch.. (Hekate, Dionysos)
Invoke Deimos	variable	Induces a state of fear in a group of opponents. The caster makes a Theology roll; every point of success adds 1 target to the affected group. Each target must succeed in a Quick Contest of Fatigue vs. the caster's Fatigue + Holiness (the caster rolls only once, all targets compare their result) or suffer a penalty to all skills equal to the amount of Prayer Points put into the spell. Range is Touch, lasts for the duration of the battle. (Ares)
Invoke Phobos	1	If the target fails a contest of Fatigue vs. the caster's Fatigue + Holiness, they must flee the caster, taking a full Move every turn until they succeed in a Will-3 roll. If they are unable to flee, they must All-Out Defend. Range is Touch. (Ares)
Lay to Rest	1	Forces the souls of undead spirits to return to the land of the dead. Roll a Quick Contest between the caster's Will + Fatigue + Holiness vs. the target's ST + IQ. Range is Touch. (Hades)
Light the Forge/Hearth	1	Ignites one piece of wood or charcoal within arm's reach of the caster. (Hephaestus, Hestia)
Love's Chains	3	If the target fails a contest of Fatigue vs. the caster's Fatigue + Holiness, make a Reaction roll for the target (paying particular attention to Appearance modifiers). On a result of <i>Good</i> or better, the target is infatuated with the caster, equivalent in effect to the <i>Loyalty</i> spell (M136). Range is limited to the vision of the target. Lasts until the next Sunrise/ Noon/ Sunset/ Midnight. (Aphrodite)
Love's Snare	1	If the target fails a contest of Fatigue vs. the caster's Fatigue + Holiness, they stare at the caster, entranced and oblivious to all else (like the <i>Daze</i> spell (B250/M134)) for as long as the Initiate Concentrates. The caster's Appearance modifiers affect the contest. Targets with the <i>Lechery</i> disadvantage roll at -3. Range is limited to the vision of the target. (Aphrodite)
Mastfire	1	Causes spectral lights to play about the mast of a ship, tree, flagpole, or similar structure. This creates the equivalent of candlelight in a 12-yard radius, and can be seen at night for 1 mile without Vision checks. (Castor & Pollux)

Minor Luck	1	Allows <u>one</u> re-roll of a die roll directly affecting the character. This spell takes NO time to cast, it is instant. No <i>Luck</i> spell may be used more than once on a single die roll. <i>Luck</i> spells may not be stacked with the Luck advantage. (Tyche)
Missile Shower	1	This prayer, made up to one Diameter (a few minutes) before a missile attack is made, creates magical duplicates of the missile when it is fired. The missiles may <i>either</i> all be directed at different targets <i>or</i> all to a single target. For separate targets, each duplicate has the normal chance to hit (location is random), and is rolled for separately. For a single target, use the Autofire rules (Recoil -1, all duplicates hit random locations). Only the original missile may target a hit location, hit critically or miss critically. The Initiate receives one missile for every point of Fatigue invested into the prayer, to a maximum of 5. (Zeus, Apollo, Artemis, Hermes)
Protection	1/level	This defensive prayer adds +1 DB and +1 DR per level. It is a visible, shimmering effect, and lasts for one battle. Range is Touch. (Athena, Hestia)
Reflection	3	This prayer is NOT compatible with <i>Citadel of Faith</i> . Either prayer will replace the other. (It is <u>not</u> possible to use Reflection to knock down someone's <i>Citadel of Faith</i> if they don't want you to.) This prayer acts as a reflecting spell shield, forcing all hostile incoming spells to resist Fatigue + Holiness, or be reflected back on the caster (as the <i>Reflect</i> spell, M-62). Lasts for one battle. Range is Touch. (Athena, Hermes, Tyche)
Rebuke Undead	1	Causes a stare-down between the caster and an undead foe. Roll a Quick Contest of Will vs. the caster's Will + Holiness. If the undead loses, it must remain motionless for its next turn, unable to move or defend. On the caster's next turn, he/she may take a Concentrate maneuver, pay 1 Fatigue, and roll a new Contest. The undead will remain motionless (not defending!) as long as the caster continues to Concentrate, pay Fatigue, and win Contests of Will. Range is limited to the senses of the target. (Hades)
Restore Health	2/level	Allows the recipient to regain 1 point/level in an attribute that has been reduced by disease, curses, poison, whatever. The cause must have been removed already; this prayer only heals the aftermath. This spell may only be cast to restore a damaged attribute once, so be sure that it is powerful enough to restore all the damage at once. Range is Touch. (Asklepios, Demeter)
Restore Limb	2/4	Allows the recipient to regrow a severed limb (4-point spell, 2d6 months), or regain the use of a crippled one (2-point spell, 2d6 weeks). Can also restore an eye, ear, etc. This prayer can only be performed on Initiates of the deity (and there's always room for one more). (Asklepios)
Sharing of the Twins	1	This spell lets an initiate of Castor & Pollux transfer Fatigue and Hit Points to or from a fellow initiate of the cult (who must be willing). An unconscious or otherwise incapacitated initiate may be targeted, but they may only be given Fatigue/Hit Points, not borrowed from. Touch only, but may be stacked with <i>Range</i> to operate at a distance. Initiates who share a <i>Special Rapport</i> never require <i>Range</i> . (Castor & Pollux)

Summon (<i>species</i>)	1	Summons an animal or spirit important to the cult. The creature summoned must travel normally to reach the caster. Range is 10 miles and duration is until the next Sunrise/ Noon/ Sunset/ Midnight, but the spell may be stacked with <i>Range</i> and/or <i>Extension</i> to increase these. (Examples: Zeus - <i>eagle</i> ; Poseidon - <i>horse</i> ; Apollo - <i>bull</i> ; Hekate - <i>ghost</i>)
Sunder Weapon	1 / 3	Temporarily reduces the quality of an opponent's weapon for the duration of a battle, so that it may be more easily broken. The targeted weapon's quality is reduced by 1 or 2 levels, to a worst case of <i>Cheap</i> . Range is 100 yards. (Hephaestus)
Sunspear	3	This prayer only works outdoors, in direct sunlight (see <i>Cloud Clear</i>). A fiery bolt from the sun strikes a hex. Only countermagic, such as <i>Citadel of Faith</i> , <i>Reflection</i> , <i>Shield of Faith</i> , or sorcerous <i>Spell Shield</i> can defend against <i>Sunspear</i> . It does 4d6 damage to all creatures within the hex, and only the lesser of skull and torso DR reduce this. It will also ignite flammable items in the target hex. Range is 100 yards. (Apollo)
Sureshot	1	Removes all range penalties for a single missile attack. Accuracy bonuses are retained, and normal damage will take effect, even out to Maximum Range. The prayer may be made up to one Diameter (a few minutes) before the missile is fired. If combined with <i>Missile Shower</i> , only the original missile is affected. (Zeus, Apollo, Artemis, Hermes)
Thunderbolt	3	This prayer only works outdoors, under storm clouds (see <i>Cloud Call</i>). A thunderbolt from the sky strikes the target. Only countermagic, such as <i>Citadel of Faith</i> , <i>Reflection</i> , <i>Shield of Faith</i> , or sorcerous <i>Spell Shield</i> can defend against <i>Thunderbolt</i> . It does 4d6-4 damage to the target, no DR. The target must make a HT roll at -5 to avoid being deafened. Anyone else within 3 hexes must make a straight HT roll to avoid being deafened. Deafened characters may roll against HT every hour to regain hearing. Range is 100 yards. (Zeus)
True (<i>weapon</i>)	2	Helps a particular type of melee weapon (significant to the deity) to "strike true", halving the target's DR. A <i>True</i> weapon qualifies as being "enchanted", for purposes of attacking creatures who are unharmed by normal weapons. Attempts to break the weapon are handled as though the weapon were "very fine", unless the weapon is already Unbreakable. Range is Touch. Lasts for 1 battle. <i>spear</i> – Athena; <i>sword</i> – Ares; <i>club/mace</i> – Herakles
Walk on Water	1 (2 for non- Initiates)	Allows an Initiate to walk across water as if it were dry land. If the Initiate falls or is knocked down for any reason, the spell ends. For 2 Prayer Points, a non-Initiate can be the spell recipient. Range is Touch. Lasts for one Diameter. (Poseidon)
Winged Speech	1 / 2	1-point version allows an Initiate to send a spoken message to another Initiate. 2-point version allows an Initiate to send a message to anyone. If both sender and recipient are on <i>Sanctified</i> ground, the prayer has infinite range. Otherwise, the prayer has a range of 100 yards, which may be increased with the <i>Range</i> prayer. The message's maximum length in words is equal to the sender's Holiness, squared. The message must be spoken aloud, or at least whispered. The recipient (and anyone near him/her) will hear the message as it was spoken. The message is not instantaneous, but travels at Move 100. (Hermes)