

# Rituals:

Rituals are a craft, similar to blacksmithing or alchemy, where Westbounders can perform actions and prayers so that angels may bless them with miracles. The favor of the gods is required for these rituals to work, and effort must be put in to gain their favor. You can gain favor in several ways, including upholding their tenants, hosting festivals and "Pow wows," sacrifice, as well as representing them with masks and tribal tattoos.

Rituals have three components: *preparation*, *execution*, and *reward*. When performing a Ritual, start by making the proper preparations that are described in the Preparations section. Once the preparations are complete, execute the ritual by following the instructions in the Execution section. Once the ritual is executed, you reap the ritual's rewards as dictated in the Reward section. Rituals may reap no reward even if properly executed, either because you are not in the favor of your god or because it is deemed unwise by the angels who reward the miracle.

Angelic Jealousy: Although the gods themselves take no issue in people celebrating other gods, the angels who dole out the miracles are quick to create factions. People who are in favor of one god are considered to not be in the favor of the others.

Unquantifiable Favor: The favor of the gods is not something that can be calculated or "gamed." Performing forms of worship will put you into the favor of a god, but disgracing them will make you fall out of favor. The only way to know if you are in the favor of your god is to perform a ritual and receive a miracle. If you perform a ritual and there is no miracle, it could be that you are out of favor, or that the miracle is unappropriated or unwise and the angel chose not to bestow the miracle upon you..

Favor for Game Masters: As Game Master, you represent the servants of the gods who bestow blessings and reward rituals, and it is up to you to decide if a person is in the favor of a god or not. Losing the favor of a god is often much more serious, and may take more than the standard worship to regain their favor.

**Ritual Name:** Description of ritual.

Preparation: Description of preparations that need to be made.

Execution: Description of action taken with prepared material to complete ritual.

Reward: Description of reward or benefit of successfully completing the ritual.

**New Trait:**

**Rituals:**

You know how to perform rituals. You learn two when you take this trait, and can learn more by observing other performing rituals.

## **Forjah:**

Forjah is the god of anarchy, the hunt, and the sky. Known as the Hunter, Forjah blesses not only the strong, but also the quick and the clever. Forjah has dominion over all beasts and dragons, as well as every star and the sun itself. Although the Wyld is Forjah's creation, Forjah has no known seat of power in any realm as the god is almost always present in Cael within a limited avatar form, allowing the god to hunt dragons and leviathans without the benefit of its awesome overwhelming powers. Although it is often assumed that Forjah is the god of the moon, there is no known association between Forjah and the celestial body, which has led to debates about the moon's purpose and existence. Forjah's angels are the stars in the sky which guide those below, but rarely intervene. The symbol of Forjah is a Halo.

You can gain favor from Forjah in the following ways:

Sacrifice Worship: Hunting, killing, and burning an animal in effigy will put you in the favor of Forjah.

Symbol Worship: Bringing a Symbol of the Star of Forjah into combat will put you in the favor of Forjah. The star of Forjah is a small, halo shaped item.

Warpaint: Combat while in Warpaint will put you in the favor of Forjah. This warpaint can be tattooed on to become permanent.

Weakness: If you become wounded in battle, you lose the favor of Forjah.

**Guiding Star**: The stars are always watching, pay homage to them for their guidance. By burning an effigy of a target, the stars will light the way and guide you to them.

Preparation: You must create a small effigy that resembles the creature or object you want to find, and the more accurate the effigy the better chance to find the target.

Execution: Burn the effigy in a 10 minute ritual.

Reward: A bright star appears in the sky overhead the target. This star is visible to all around them. The star lasts for an indeterminate amount of time anywhere from minutes to days.

**One with Nature**: Every rock, tree, and beast has a spirit that you can communicate with.

Preparation: You must collect a quarter-pound of wild herbs.

Execution: Smoke the prepared herbs in a pipe.

Reward: You can commune telepathically with beasts, plants, and even stones. Each have their own personality and are not necessarily helpful or truthful. The knowledge of each is limited to their own business: A wolf pack could tell you about people who have trespassed through their land, a tree could tell you of a woodcutter who passed by, and a boulder could tell that it is often moved. This ability goes away after three hours.

**Infuse the Wyld:** The item can evolve and adapt, changing it's properties at a whim to better serve it's master.

Preparation: Find a birds nest with unhatched eggs.

Execution: Leave the item with the nest, and wait for the eggs to hatch and leave.

Reward: The item is able to shift its form to emulate similar items with the same function. As a part action, the wielder of the item can shift its physical properties, such as Lanterns into torches, shovels into pickaxes, a lock into a chain, or a sword into an axe. Weapons are able to change one physical property with another of the same weapon type, but cannot change a magical property or multiple properties. This ability will cease to function if the wielder performs an action that would cause them to fall out of the favor of Forjah. Performing an act that would put the wielder back in the favor of Forjah will reactivate the item's ability.

## **Deelug**

Deelug is the god of order, death, and noise. Known as the Reaper, Deelug takes from those who have had enough. Deelug exists within the Shadow Realm, where it oversees all dead souls and also Cael'Iter, the Soul Grinder, which allows the dead to reincarnate and return to Cael. The god of Noise, Deelug's symbol is the bell and is both revered and reviled by Bards. The god of order, Deelug does not condone those who break the natural cycle of life by becoming undead or resurrecting from the dead. The angels of Deelug are Shadows who are crafted from darkness and made living. The symbol of Deelug is the bell, as well as many infrequently used symbols of death, such as a skull or sickle.

You can gain favor from Deelug in the following ways:

Funeral Worship: Participating in funerals, donating to the dead or helping inter the dead will put you in the favor of Deelug.

Bell Worship: Ringing a bell while in combat as a part action for every round during the majority of combat will put you in the favor of Deelug.

Death Mask Worship: Participating in combat while wearing a death mask will put you in the favor of Deelug. Death Masks are mundane masks that make you appear as a strange monster.

Clear the Rot: Killing undead will put you in the favor of Deelug. Choosing to NOT kill an undead will put you out of the favor of Deelug.

Don't Fear the Reaper: Returning from the dead, or assisting someone from returning from the dead, will make you lose of the favor of Deelug.

**Vision Quest:** People tend to see things when they are exhausted, and Deelug's shadows can use these mirages to advise their disciples further.

Preparation: Refuse to eat, drink, or sleep.

Execution: Become exhausted at least a day after preparing for the ritual.

Reward: You will go unconscious. While in this unconscious state you will be visited by a Shadow from the Shadow Realm. The Shadow will give you advice based on their knowledge of Cael and of you. They are knowledgeable, especially of rumours, but they are also limited.

**One with the Dead:** Sacrifice your body and temporarily enter the Shadow Realm.

Preparation: No preparation necessary.

Execution: Become wounded on purpose. You can do this yourself or be assisted, but the damage must be lethal.

Reward: Your spirit enters the Shadow Realm. You return when you become exhausted or when your body become stabilized. You are able to bring objects and items back from the Shadow Realm, but you will fall out of Deelug's favor if you bring anything back.

**Shadow Forge:** The greatest tool for creation, allows for anything to be created quickly.

Preparation: Create a fire in the Shadow Realm.

Execution: Light a fire where the fire is currently burning in the Shadow Realm.

Reward: The Shadow Forge comes to life, creating a glowing altar of green deathly flames. Items crafted within this forge lose their time requirement for creation, and instead only require one hour. The Shadow Forge is sent to the Shadow Realm after the hour.

## **Azurath:**

Azurath is a god of goodness who resides in the elemental plane of water. Also known as the Soulsmith, Fateweaver, and the Ocean, Azurath is the crafter of each soul, making each one with a specific purpose and destiny. Often called the Ocean, Azurath is worshiped by sailors, fishers, and travelers who believe that Azurath is the ocean itself. Azurath is the god of mercy and charity, and is worshiped by goodly creatures all over Cael. Angels of Azurath are most often empowered souls and ice elementals, generally taking the form of winged humanoids, cherubs, and the shifting forms of water and ice. Azurath's symbol is a snowflake, as well as the winking eye.

You can gain favor from Azurath in the following ways:

Downtime Worship: The reflecting pools of azurath is a form of worship where a person lays in a pool of water and meditates or prays. Spending a day in the pool will put you in the favor of Azurath.

Charity Worship: Giving a sizable amount of your own personal wealth or time for the benefit of others will put you in the favor of Azurath.

Mercy Worship: Choosing to not take the killing blow on a creature you are fighting will put you in the favor of Azurath.

Slaughter: Unnecessary killing or torture will make you lose the favor of Azurath.

**Speak in Tongues:** As long as you speak in one continuous act, you can communicate your message to anyone.

Preparation: You must fill a chalice made from precious metals with pure or blessed water.

Execution: Drink the contents of the chalice.

Reward: You begin to speak. Everyone who hears you understands you as if you were speaking their native language. The effect ends when you end your speech, and the chalice turns to glass.

**Bless:** You purify a substance and make it holy.

Preparation: Select an object you wish to bless.

Execution: You must bathe the object you are blessing in a pure substance, such as running water, sunlight, or silver, for 10 minutes.

Reward: The object becomes blessed. It deals magical damage when used in an attack, and damages undead, demons, and devils as if it were acidic, dealing 3c magical damage. This blessing lasts for one 24 hours, unless the object is already pure, in which case it remains blessed forever.

**Infuse the Ocean:** The item becomes a liquid state that can crystallize at a moments notice.

Preparation: Prepare a bath of Blessed water that can completely submerge an item.

Execution: At the end of the item's construction, plunge its entirety into the pool of blessed water.

Reward: The object gains the ability to liquefy or crystallize as a part action. While solid, it can be liquified into normal water and be stored as if one size smaller in a canteen, waterskin, or jar. While liquid, the item can crystallize in the hand or on the body, allowing armor to be donned instantly or weapons concealed in bottles. This ability will cease to function if the wielder performs an action that would cause them to fall out of the favor of Azurath, with liquid items remaining in their liquid state. Performing an act that would put the wielder back in the favor of Azurath will reactivate the weapon's ability.