

DEITIES OF LUNE

The Old Gods

The old gods are those that have been around for many centuries. Generally speaking, they're worshipped mostly in the northern countries, particularly by demi-humans. Their worshippers generally recognize that there are many deities, each with its own areas of influence.

- Arafor
- Ariensúl
- Cabissë
- Calorn
- Celebdil
- Farath
- Holinné
- Karatis
- Kronicity
- Malac
- Miëlyn
- Rothelm
- Storm
- Tarnis
- Vidhbh
- The demons

The New Gods

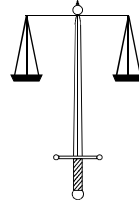
The new gods have only made an appearance in the last few decades. Their worshippers are considered to be far less tolerant of the concept of other deities.

- Holy Father/Mother
- Kasvar
- Kasvin

There are very few deities perceived as Neutral, mainly because worshippers believe that their deity is benevolent, or, at the very least, fair.

ARAFORN

Spheres of influence:	Law, justice, honour and chivalry
Gender:	Male
Perceived Alignment:	LG
Priests' alignment:	LG or LN
Worshippers' alignment:	Any Lawful or Neutral, but not Evil
Countries worshipped in:	Valorn, Tainrearg, Romen and the Southern Principalities.
Holy symbol:	Scales of justice balanced on the point of a sword



Hierarchy of the faith:	Very structured. The faith is led by the Protector of Arafor, and under him are ten Guardians of Arafor. Each Guardian is in charge of ten Shields of Arafor, and each Shield leads a number of Swords of Arafor. The seat of the faith is located in Lomar, in a great temple built of white marble called "The Seat of Justice".
Allied faiths:	
Opposing faiths:	Cabissë
Priest's gender:	Either, usually male
Priest's race:	Any
Non-weapon proficiencies required:	Reading/writing, law
Non-weapon proficiencies recommended:	
Priest's duties:	Guidance to worshippers; conducting of marriages, funerals and festivals, and (in Valorn), coronations; conducting of knighthood ceremonies.
Priest's rights:	Immunity from trial (in Valorn)
Priest's restrictions:	Expected to be neat at all times, to act with grace and decorum, and to never be dishonoured; must always tell the truth (lying is an offence punishable by immediate and permanent excommunication or death, with no exceptions).
Armour required or permitted:	Either no armour, chainmail, banded mail, or platemail; must be armoured where appropriate.
Weapons required or permitted:	A sword is required, and the priest must be proficient in its use. Missile weapons are prohibited, as are weapons designed primarily to cause pain (like a whip).
Combat ability:	Fights as a fighter of the same level. At 5 th level, the priest gains a +1 on attack and damage rolls with his chosen type of sword.
Spheres of influence:	
Granted powers:	Cannot be forced to tell a lie by any magical or other means. At 3 rd level, can <i>Detect Lie</i> three times per day, and five times per day at 5 th level.
General notes:	Priests of Arafor are renowned for their truthfulness, and are considered to render indisputable evidence in trials.

ARIENSÚL

Spheres of influence:	Fire, light, poetry and the dawn
Gender:	Female
Perceived Alignment:	CG
Priests' alignment:	Any Good
Worshippers' alignment:	Any non-Evil
Countries worshipped in:	Faerieland, Niflheim, Arial
Holy symbol:	A flame
Hierarchy of the faith:	Unstructured and independent.
Allied faiths:	
Opposing faiths:	
Priest's gender:	Either, usually female
Priest's race:	Any
Non-weapon proficiencies required:	Religion, Fire building, Poetry
Non-weapon proficiencies recommended:	
Priest's duties:	Conducting marriage ceremonies and funerals, teaching, omen-reading
Priest's rights:	
Priest's restrictions:	Priests of Ariensúl must always wear something red. By 5 th level, they are expected to have composed an epic poem in honour of the deity.
Armour required or permitted:	Nothing better than leather.
Weapons required or permitted:	Only daggers, knives, and staves are permitted.
Combat ability:	Fights as a mage of the same level
Spheres of influence:	
Granted powers:	Priests of Ariensúl can have mage spells involving light or fire as part of their spell selection. Always takes only half damage from any heat or fire (including magical), and none or quarter if a save is successfully made. All saves vs heat or fire are at +2. They cannot sleep through the dawn, but always awake just before; this overrides any magical or poison-induced sleep.
General notes:	Priests of Ariensúl, when casting a spell, must deliver all verbal components in rhyme (players need not, but are encouraged to do so).

CABISSË

Spheres of influence:	Luck, chance, fate
Gender:	Female
Perceived Alignment:	CN
Priests' alignment:	CN
Worshippers' alignment:	Any non-Lawful
Countries worshipped in:	Southern Principalities, southern Tainrearg, Gaunt, Yondelle
Holy symbol:	A coin bearing the image of a die.



Hierarchy of the faith:	None. Any priest of Cabissë of 3 rd level or higher can appoint a new priest, and each priest is free to further the cause of Cabissë as best as he or she sees fit.
Allied faiths:	None.
Opposing faiths:	The faith of Arafora is seen as a threat because of their dedication to order.
Priest's gender:	Any.
Priest's race:	Any.
Non-weapon proficiencies required:	Gaming
Non-weapon proficiencies recommended:	
Priest's duties:	Festivals, going on missions, omen-reading.
Priest's rights:	
Priest's restrictions:	
Armour required or permitted:	
Weapons required or permitted:	
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

CALORN

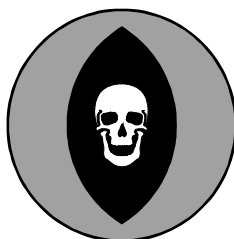
Spheres of influence:	Spring, eternal youth, innocence, love
Gender:	Female
Perceived Alignment:	NG
Priests' alignment:	Any Good.
Worshippers' alignment:	Any Good.
Countries worshipped in:	Faerieland, Niflheim, Arial, Tainrearg.
Holy symbol:	A blossom.
Hierarchy of the faith:	
Allied faiths:	
Opposing faiths:	
Priest's gender:	Either.
Priest's race:	Any.
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	Festivals, guidance, conducting of marriage ceremonies.
Priest's rights:	
Priest's restrictions:	Priests must be celibate, must wear white clothing.
Armour required or permitted:	None.
Weapons required or permitted:	Quarterstaff, bow or dagger only.
Combat ability:	D4 hit dice only.
Spheres of influence:	
Granted powers:	Immune to attacks (mummy, for example), spells or powers that age. Immune to the effects and appearance of aging, and have a lifespan 20% longer than normal.
General notes:	

CELEBDIL

Spheres of influence:	Death, sunset, time, autumn, and the moon
Gender:	Male
Perceived Alignment:	LN
Priests' alignment:	Any Lawful
Worshippers' alignment:	Any Lawful or Neutral
Countries worshipped in:	Faerieland, Arial, Niflheim, Tainrearg.
Holy symbol:	Setting sun
Hierarchy of the faith:	
Allied faiths:	
Opposing faiths:	
Priest's gender:	
Priest's race:	
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	
Priest's rights:	
Priest's restrictions:	Must always wear something russet in colour
Armour required or permitted:	Chainmail or worse
Weapons required or permitted:	
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

ROTHELM

Spheres of influence:	Magic, fertility, cats
Gender:	Female
Perceived Alignment:	CG
Priests' alignment:	Non-evil
Worshippers' alignment:	Any
Countries worshipped in:	Faerieland
Holy symbol:	A skull in a cat's eye.



Hierarchy of the faith:

Allied faiths:

Opposing faiths:

Priest's gender: Any, but usually female

Priest's race: Human, elvish, half-elvish, ghefling

Non-weapon proficiencies required: Spellcraft, at 5th level at the latest;

Non-weapon proficiencies recommended:

Priest's duties:

Priest's rights:

Priest's restrictions:

Armour required or permitted:

Weapons required or permitted: Dagger or staff are permitted

Combat ability:

Spheres of influence:

Granted powers: Priests of Rothelm have access to one mage spell per spell level, gained at the same level as a mage would gain such a spell (1st level spell at 1st level, 2nd level spell at 3rd level, 3rd level spell at 5th level, etc). At 3rd level the priest may summon a familiar, and this familiar will always be a feline.

General notes: At 1st level, the priest starts off with a 1d8 hit die. At 4th level, this becomes a 1d6 hit die, and at 7th level, this drops to 1d4. This is to reflect the priest's increasing immersion in the magical arts and a lessening of the emphasis on physical combat.

FARATH

Spheres of influence:	Hunting, archery, winter, courage
Gender:	Male
Perceived Alignment:	CG
Priests' alignment:	Non-Lawful, non-Evil.
Worshippers' alignment:	Any
Countries worshipped in:	Faerieland, Valorn, Tainrearg
Holy symbol:	A bow
Hierarchy of the faith:	Priests of Farath are rovers, living off the land, and meet usually every year during Deepingfeast in a forest chosen the previous year.
Allied faiths:	
Opposing faiths:	
Priest's gender:	
Priest's race:	
Non-weapon proficiencies required:	Survival
Non-weapon proficiencies recommended:	Tracking
Priest's duties:	
Priest's rights:	
Priest's restrictions:	May not wear anything ostentatious or fancy
Armour required or permitted:	Leather
Weapons required or permitted:	Bow required, spear recommended.
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

HOLINNÉ

Spheres of influence:	Humour, merry-making, fun
Gender:	Male or female
Perceived Alignment:	CG
Priests' alignment:	Any Good
Worshippers' alignment:	Any non-evil
Countries worshipped in:	Arial
Holy symbol:	A smiling face upon a yellow disc
Hierarchy of the faith:	
Allied faiths:	
Opposing faiths:	
Priest's gender:	Any
Priest's race:	Ghelfling
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	Festivals, marriage ceremonies, coronations in Arial, funerals
Priest's rights:	
Priest's restrictions:	
Armour required or permitted:	Leather or worse
Weapons required or permitted:	Mage weapons only, but no staff; slings permitted.
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

HOLY FATHER/MOTHER

Spheres of influence:	All
Gender:	Male, female or neither
Perceived Alignment:	LN
Priests' alignment:	Non-evil
Worshippers' alignment:	Non-evil
Countries worshipped in:	Allemaren, Gaunt, Yondelle, Tainrearg
Holy symbol:	Circle
Hierarchy of the faith:	Very rigid, with clearly defined roles and structures
Allied faiths:	None
Opposing faiths:	Other faiths are considered to be irrelevant or blasphemous
Priest's gender:	Either, but male dominated
Priest's race:	Any, but mainly human
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	Devotions, festivals, guidance, marriage ceremonies, missions.
Priest's rights:	Coronations, immunity from trial (in Allemaren), and may declare others immune too.
Priest's restrictions:	Priests must be celibate and chaste
Armour required or permitted:	
Weapons required or permitted:	
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

KARATIS

Spheres of influence: Smithywork, metal, mining, mountains

Gender: Male

Perceived Alignment: LN

Priests' alignment: LN or LG

Worshippers' alignment: Any

Countries worshipped in: Romen

Holy symbol: An anvil or a mountain peak

Hierarchy of the faith:

Allied faiths:

Opposing faiths:

Priest's gender:

Priest's race:

Non-weapon proficiencies required:

Non-weapon proficiencies recommended:

Priest's duties:

Priest's rights:

Priest's restrictions:

Armour required or permitted:

Weapons required or permitted:

Combat ability:

Spheres of influence:

Granted powers:

General notes:

KRONICITY

Spheres of influence: Night, thievery, darkness, spiders

Gender: Male

Perceived Alignment: CG

Priests' alignment: Non-evil, non-lawful

Worshippers' alignment: Any

Countries worshipped in: Nifheim, Faerieland

Holy symbol: Head of a black unicorn

Hierarchy of the faith:

Allied faiths:

Opposing faiths:

Priest's gender: Either

Priest's race: Elf

Non-weapon proficiencies required:

Non-weapon proficiencies recommended:

Priest's duties:

Priest's rights:

Priest's restrictions:

Armour required or permitted:

Weapons required or permitted:

Combat ability:

Spheres of influence:

Granted powers:

General notes:

MALAC

Spheres of influence:	Healing, knowledge, wisdom, age
Gender:	Male
Perceived Alignment:	LG
Priests' alignment:	Non-evil
Worshippers' alignment:	Any
Countries worshipped in:	Valorn, Tainrearg, Southern Principality, Romen, Gaunt, Yondelle
Holy symbol:	Mortar and pestle
Hierarchy of the faith:	
Allied faiths:	
Opposing faiths:	
Priest's gender:	Either
Priest's race:	Any
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	
Priest's rights:	
Priest's restrictions:	
Armour required or permitted:	
Weapons required or permitted:	
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

MIËLYN

Spheres of influence:	Nature, the air, trees, birds, summer
Gender:	Female
Perceived Alignment:	NG
Priests' alignment:	Any good
Worshippers' alignment:	Any
Countries worshipped in:	Faerieland, Valorn, Arial, Tainrearg, Niflheim, Mereth
Holy symbol:	A tree
Hierarchy of the faith:	
Allied faiths:	
Opposing faiths:	
Priest's gender:	Either
Priest's race:	Any
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	
Priest's rights:	
Priest's restrictions:	
Armour required or permitted:	
Weapons required or permitted:	
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

STORM

Spheres of influence:	Weather, the sea, thunder, storms
Gender:	Male
Perceived Alignment:	CG
Priests' alignment:	Non-lawful, non-evil
Worshippers' alignment:	Any
Countries worshipped in:	Valorn, Romen, Tainrearg, Gaunt, Yondelle, Southern Principality
Holy symbol:	Hammer
Hierarchy of the faith:	
Allied faiths:	
Opposing faiths:	
Priest's gender:	Male
Priest's race:	Any
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	
Priest's rights:	
Priest's restrictions:	
Armour required or permitted:	
Weapons required or permitted:	
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

TARNIS

Spheres of influence:	Battle, war, weapons
Gender:	Male
Perceived Alignment:	CN
Priests' alignment:	Any
Worshippers' alignment:	Any
Countries worshipped in:	Valorn, Tainrearg, Southern Principality, Gaunt, Yondelle
Holy symbol:	A bloody mace
Hierarchy of the faith:	
Allied faiths:	
Opposing faiths:	
Priest's gender:	Male
Priest's race:	Any
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	
Priest's rights:	
Priest's restrictions:	
Armour required or permitted:	Any
Weapons required or permitted:	Any
Combat ability:	Fights as a fighter of equivalent level
Spheres of influence:	
Granted powers:	
General notes:	

VIDHBH

Spheres of influence: Music, song, missilry, romance

Gender: Female

Perceived Alignment: CG

Priests' alignment: Any good

Worshippers' alignment: Any non-evil

Countries worshipped in: Faerieland, Nifheim, Arial

Holy symbol: A lute strung with arrows

Hierarchy of the faith:

Allied faiths:

Opposing faiths:

Priest's gender: Either

Priest's race: Any (but almost always elf or half-elf)

Non-weapon proficiencies required:

Non-weapon proficiencies recommended:

Priest's duties:

Priest's rights:

Priest's restrictions:

Armour required or permitted:

Weapons required or permitted:

Combat ability:

Spheres of influence:

Granted powers:

General notes:

THE DEMONS

Spheres of influence:	Evil, disease, hate, cruelty
Gender:	All
Perceived Alignment:	Evil
Priests' alignment:	Evil
Worshippers' alignment:	Non-good
Countries worshipped in:	All
Holy symbol:	Varies by demon
Hierarchy of the faith:	Varies by demon and by worshippers
Allied faiths:	
Opposing faiths:	
Priest's gender:	Varies
Priest's race:	Any
Non-weapon proficiencies required:	
Non-weapon proficiencies recommended:	
Priest's duties:	
Priest's rights:	
Priest's restrictions:	
Armour required or permitted:	
Weapons required or permitted:	
Combat ability:	
Spheres of influence:	
Granted powers:	
General notes:	

KASVIN

Spheres of influence:

Gender:

Perceived Alignment:

Priests' alignment:

Worshippers' alignment:

Countries worshipped in: Aelin

Holy symbol:

Hierarchy of the faith:

Allied faiths:

Opposing faiths:

Priest's gender:

Priest's race:

**Non-weapon proficiencies
required:**

**Non-weapon proficiencies
recommended:**

Priest's duties:

Priest's rights:

Priest's restrictions:

**Armour required or
permitted:**

**Weapons required or
permitted:**

Combat ability:

Spheres of influence:

Granted powers:

General notes:

KASVAR

Spheres of influence:

Gender:

Perceived Alignment:

Priests' alignment:

Worshippers' alignment:

Countries worshipped in: Aelin

Holy symbol:

Hierarchy of the faith:

Allied faiths:

Opposing faiths:

Priest's gender:

Priest's race:

**Non-weapon proficiencies
required:**

**Non-weapon proficiencies
recommended:**

Priest's duties:

Priest's rights:

Priest's restrictions:

**Armour required or
permitted:**

**Weapons required or
permitted:**

Combat ability:

Spheres of influence:

Granted powers:

General notes: