

## *Yelmalio's Gifts and Geases*

By Martin Laurie, Stephen Martin, Wesley Quadros, and Ian Thomson.

Based on material by Greg Stafford, Steve Perrin, and Sandy Petersen. Copyright © Issaries Inc, 2001.

Permission is given to print one copy only for personal use. (This page is designed as an insert to the *Pavis and Big Rubble Companion: Vol 2 – The Masks of Pavis*, since space problems meant it could not be included there. This has been slightly altered from the official 'work in progress' version. Thanks to Issaries Inc for permission to post this.)

Yelmalio assigns gifts and geases as only he understands. Often a worshipper will gain the same gift as another but have a different geas. Narrators may choose to assign the specific gift and geas, or may allow the player at least to choose the gift.

If a gift grants an ability that a hero already has, or indicates it should be raised to a level that the hero already possesses, the appropriate rating instead increases permanently by +5.

### Gifts and Required Number of Geases: 1d20

- 1 **Yelmalio's Benevolence** (+5 on any skill chosen by the initiate\*); 1 geas.
- 2 **Eyes of Heaven** (+5 to See Far ability); 1 geas.
- 3 **Bow of Pure Light** (any arrow fired glows with light: +5 to Archery); 2 geases.
- 4 **Spear of Gold** (any spear picked up glows with light: +5 to Spear Combat); 2 geases.
- 5 **Javelin of the Sun** (any javelin picked up glows with light: +5 to Javelin); 2 geases.
- 6 **Shield of Brilliance** (+2 to Spear and Shield affinity); 1 geas.
- 7 **Yelm's Light** (+2 to Light affinity); 1 geas.
- 8 **Ernalda's Love** (+2 to Grain affinity); 1 geas. (Alter to suit chosen Hero Cult.)
- 9 **Solitary Strength** (gain Strong or Enduring – 50/50 - at 17); 1 geas.
- 10 **Arinsor's Clearmind** (gain Resist Confusion feat in Light affinity); 1 geas.
- 11 **Oloros' Healing Light** (gain Drive Out Disease Spirit feat in Light affinity); 1 geas.
- 12 **Beauty of Light** (gain Attractive 17); 1 geas.
- 13 **Monrogh's Lantern** (any gold touched instantly glows with light); 1 geas.
- 14 **Togtuvei's Feather** (gain Find Sun Dome Temple feat in Light affinity); 1 geas.
- 15 **Avenger of Brilliance** (gain +3 edge to Light affinity when fighting Darkness foes); 1 geas.
- 16 **Bird of Heaven** (gain Speak with Birds feat in Light affinity); 1 geas.
- 17 **Secret Fire** (gain Resist Fire feat in Light affinity); 1 geas.
- 18 **Yelmalio's Healing** (regain 2AP/rd -physical combat only-, as long as AP above 0) \*\*; 1 geas.
- 19 **Kuschile's Horse Gift** (gain an independent Speak with Horses feat at 17); 1 geas.
- 20 **Narokoris' Resist Corruption Gift** (gain a Resist Nomad Spirits feat in Light affinity); 1 geas.

\* A given ability can only be increased a single time. If rolled again, a different ability must be selected.

\*\* If rolled again, increase recovery by 2 AP.

### Geases: 1d20

- 1 Never wear metal armor \*.
- 2 Remain Celibate every Fireday \*\*.
- 3 Never eat the meat of birds.
- 4 Never eat the meat of horses.
- 5 Never eat any meat but that of birds.
- 6 Never eat meat.
- 7 Never seek shelter from a storm.
- 8 Speak only the truth.
- 9 Never let a horse suffer needlessly.
- 10 Never let an Aldryami suffer needlessly.
- 11 Never use a weapon type of narrator's choice (other than spear, javelin, or bow).
- 12 Never flee from or surrender to worshippers of Zorak Zoran.\*\*\*
- 13 Never flee from or surrender to darkness creatures.
- 14 Never speak to or help trolls in any way.
- 15 Never speak to or help dwarves in any way.
- 16 Never speak to or help Orlanth worshippers in any way.
- 17 Never speak to or help non-light worshippers in any way.
- 18 Never love any but Earth cult worshippers.
- 19 Never bathe.
- 20 Roll twice more. If 20 rolled again: no geas, favored by Yelmalio.

\* If rolled again - never wear "any armor."

\*\* If rolled again - "every Fire Season;" if rolled a third time, increase to "Complete Cellbacy."

\*\*\* If rolled again increase from "worshippers of Zorak Zoran" to "trolls."