



MATTERS OF FAITH WEB UPDATE

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ADDITIONAL MINOR GODS



BÁGI-ULFS

Titles: Wolf Hunter, Enemy of Wolves, Dargar's Bane.

Aspects: Wolf Hunting.

Affiliations: Rigr, Ullr.

Symbol: A wolf's head with an arrow through its eye.

Priesthood: Wolf Tracker (priests); Wolf Hunter (paladins).

Herald: None.

Holy Days: Any day a cleric slays a wolf is a personal holy day. Wolf Hunt Day is a high holy day.

Duties: To slay wolves.

Sins: (Minor) allowing a wolf to escape, allowing a wolf to harm something under your protection, unknowingly aiding a follower of Dargar; (Major) refusing to attack a wolf or follower of Dargar; (Mortal) healing a wolf, knowingly aiding a follower of Dargar.

Signature Power: *Smite**.

Powers: *Aim**, *armor**, *boost trait* (Fighting, Notice, Shooting, Stealth, Throwing, Tracking only; no *lower*)*, *deflection**, *speed*, *wilderness step*.

Trappings: Trappings are subtle—showy effects do not benefit a hunter. They have no game mechanics.

Special #1: Powers marked "*" only function against wolves. They have no effect when used against other creatures, though they remain Maintained.

Special #2: A cleric who takes the Beast Master Edge receives a foe hound trained to fight wolves. Clerics can take Favored Foe (Wolves) at Novice.

Many hounds serve Ullr. Though they have the appearance of beasts, they are intelligent creatures, capable of speech. The great beasts are the progenitors of foe hounds, who despite being mundane animals, are considered to be worshippers, as equal in station as many mortal follower. Bági-Ulfs ("Slayer of Wolves"), who takes the form of a colossal, battle-scarred wolfhound, is one of Ullr's oldest and most loyal servants.

Wolf hunts are commonplace in Rassilon. Many communities offer small bounties for proof of death. Rather than expect hunters to haul whole carcasses back, pay-

ment is offered on producing a wolf's tongue. In some areas, criminals sentenced to death are instead given the option of being "Bági-Ulfs bound." The criminal is spared death on the condition that he returns each year with a fixed number of wolf tongues. Should he fail, or abscond, then the original sentence is his fate.

Bági-Ulfs has no temples. In areas frequently plagued by wolves, he may have a unique shrine, though more commonly it is part of a temple to Rigr or Ullr. Wherever they stand, shrines are simple affairs, usually nothing more than a wooden pillar draped in an arrow-pierced or sword-slashed wolfskin. Atop the pillar is a wolf skull, its jaw ceremonially broken to render the wolf's spirit harmless. When the god is shown, it is always as a large hound with a miniature wolf in its savage jaws.

Both types of cleric are concerned with hunting and slaying wolves. In general, priests devote their time to protecting communities and livestock from wolf privation. Where the threat is considerable, they often lead a band of specialist hunters whose sole function is to exterminate wolves. Paladins tend to be itinerant, hunting wolves wherever they dwell. Both are sworn enemies of Dargar, the father of wolves, though they are not required to war against Dargar's cult.

Clerics spend little time in prayer—the hunt is their way of showing devotion. When sacrifices are made, it always takes the form of a wolf's heart or skin. The offerings are usually burned, though shredding the skin and piercing are acceptable methods.

Character Guidelines: Clerics are expected to be proactive hunters, turning wolves from hunters to hunted. Tracking is essential for finding one's prey. Notice allows you to spot them once the cleric gets close and Stealth allows him to get within striking range. Whether a cleric favors ranged or melee weapons is his personal choice. Many elect to use both.

Common wolves are the least deadly lupines. Clerics should ensure they have a decent Strength and Vigor, not to mention Combat Edges, to help defeat the most dangerous breeds.

EITR

Titles: The Venomous One, She Who Drools Poison.

Aspects: Poison.

Affiliations: Niht, Vali.

Symbol: A dagger dripping venom from the tip.

Priesthood: Black Alchemists (priests); Venomous Hands (paladins).

Herald: None.

Holy Days: Any day a cleric brews a poison is a personal holy day.

Duties: To brew poisons, to inflict them on others.

Sins: (Minor) succumbing to a strong poison (one with a negative modifier), failure to brew at least one dose of poison per month, failure to use poison at least once per month; (Major) treating a victim of poisoning, succumbing to an average poison (no modifier); (Mortal) succumbing to a weak poison (positive modifier).

Signature Power: *Boost/lower trait* (Agility, Strength, Vigor, Knowledge (Alchemy) only).

Powers: *Bolt, fatigue, sluggish reflexes, slumber, smite.*

Trappings: All trappings relate to poison.

Eitr ("Poison") is the offspring of a brief union between Niht and Vali. Whether Vali was actually aware of the congress is debatable, for Niht never shares her plans with others. Eitr's blood, sweat, and tears are poisons so deadly that even the gods fear their effects. It was Eitr who brewed the first poisons, who passed the secret techniques to her parents, and who endowed mortals with the terrible knowledge.

Secret murder, that is murder carried out without witnesses, is considered a heinous crime—any murder is a serious crime, but doing it openly at least means the victim's family can seek weregild. The use of poison is considered especially abhorrent and cowardly by most civilized beings. Those caught manufacturing it, let alone using it, are subjected to a quick death unless they have a license to do so (such as for producing poisons to be used against animals).

The goddess has no temples, though shrines are frequently found in the holy houses of both Niht and Vali. Eitr is never shown in anthropomorphic form. Instead, she is shown as a vial of poison or a dagger dripping black, viscous venom.

Clerics are both makers and users of poisons. Priests typically focus on creating them, while paladins use them in combat to weaken or slay opponents. The latter may also be charged with collecting rare herbs or the venom sacs from venomous beasts. The cult considers those of Eira and Eostre Plantmother its mortal enemies, for their mortal followers work to produce antidotes and cure those in whose veins poison courses.

Clerics honor their goddess through the brewing of poisons, rather than through prayers and chants. Serving Eitr requires frequent tests of devotion. Once a month, a cleric must cut himself with a dagger dipped in a weak venomous poison as a test of devotion. Once a year, he must do the same with an average lethal poison (this

replaces his regular monthly devotion for that month). Those who succumb are either found wanting (if they survive) or considered to have failed their goddess (if they die).

Character Guidelines: Clerics acquire most sins through being poisoned. To stave this off, not to mention avoid dying an agonizing death, a cleric should invest heavily in Vigor. Knowledge (Alchemy) is essential for brewing herbal toxins and the Alchemy Edge is required to distill their vile miracles into alchemical devices.

FARMR

Titles: The Great Burden, The Confessor, She Who Knows Men's Hearts.

Aspects: Guilt.

Affiliations: Hothar, Niht.

Symbol: A black teardrop.

Priesthood: Confessors (priests); Punishers (paladins).

Herald: None.

Holy Days: Any day a cleric hears confession is a holy day. Confession Day and The Night of Guilty Consciences are high holy days.

Duties: To remind the guilty of their crimes, to hear confessions.

Sins: (Minor) doing something wrong and not making amends; (Major) unwittingly breaking the sanctity of confession, not taking the blame for your wrongful actions; (Mortal) blaming another for your wrongful actions, deliberately breaking the sanctity of confession.

Signature Power: *Lower trait* (no boost).

Powers: *Confusion, fatigue, nightmare, stun, summon demon* (grief only).

Trappings: Miracles bring about deep feeling of remorse and guilt, and thus have no special mechanics.

Guilt, whether deserved or self-imposed, can be a terrible burden. Unchecked, it gnaws away at the soul, slowly corrupting or weakening.

Farmr ("Burden") is both absolver of sins and tormentor of the guilty. She is confessor to all the gods save two—Niht, who never speaks of secret things, and Hela, who since her madness lacks any shred of conscience.

If Thrym was involved in the disappearances of Kenaz and Sigel it is quite likely that he has told Farmr. Whatever her personal feelings toward the god of winter, his secret is safe, for Farmr will never betray the sanctity of a confession. Even if Thrym has not confessed, Farmr should be able to sense any guilt. Since she has never mentioned this, or tried to punish Thrym, one can draw only two logical conclusions—Thrym was either not involved or he feels absolutely no guilt concerning his actions.

To whom Farmr confesses her sins is much debated. Among her cult, it is widely considered that she is incapable of sinning (save for betraying a confession).

The nurturing side of her nature understands the heavy burden of guilt and helps mortals to come to terms with their feelings. Those who seek her forgiveness must pay some price, for guilt cannot be erased with the wave

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of a hand. The tormenting side of her nature punishes mortals by reminding them of their unburdened guilt.

Although affiliated with Niht, Farmr is not considered an evil deity. Few like to admit they have ever spoken to one of her clergy, but all civilized beings know the cult serves an important role.

The cult has no temples or shrines, for guilt is everywhere. Any place where a mortal feels comfortable confessing his sins is considered a holy place, albeit only during the act of confession. Farmr is never depicted in art—she exists only as one's conscience.

Priests and paladins are divided in their duties. As a rule of thumb, priests act as confessors and absolve the guilty of their sins. Paladins, on the other hand, seek out those who refuse to repent or who ignore their conscience and enact divine punishment.

Clerics perform daily rituals, in which they whisper their guilt to their goddess along with vows as to how they will set matters straight and cleanse themselves of its dark, corrupting taint.

Character Guidelines: Clerics are expected to help mortals confront their guilt. This can be done with gentle words (Persuasion) or cruel reminders (Taunt). Beyond that, clerics are given free reign in how they serve their goddess—those who choose poorly will undoubtedly be speaking to her soon enough.

FJÖRGYNN

Titles: Tireless One, She Who Works Without Rest, Diligent One.

Aspects: Industriousness.

Affiliations: Eostre (both aspects), Ertha.

Symbol: A bee clutching various tools.

Priesthood: Bees of Fjörgynn (priests); Ants of Fjörgynn (paladins).

Herald: None.

Holy Days: Every day is a holy day (though clerics rarely spend much time in prayer). Hard Clay Day, House Building Day, Reaping Day, and Stone Picking Day are high holy days.

Duties: To work for the good of one's community, to perform labor.

Sins: (Minor) failure to perform at least two hours of labor a day, making a mistake in one's labor, distracting workers from their duties save in matters of life and death; (Major) falling behind on a project, making a mistake in one's labor that causes harm to another, giving up on a project you have started; (Mortal) deliberately sabotaging a project, persistent laziness.

Signature Power: *Boost trait* (Spirit, Strength, Vigor, Knowledge (Crafts) only; no *lower*).

Powers: *Barrier, burrow, feast, mend, quickness, succor.*

Trappings: Animals, plants, or earth.

Eostre and Ertha were engaged in one of their frequent rows over how best to use the earth when Fjörgynn, a minor servant, came to their attention. All day the goddesses had watched her pass by their home, some-

times carrying a plough, sometimes a pick, sometimes a needle, and sometimes a hod of bricks.

Curious, they stopped the young goddess and asked her what she was doing. Her reply was polite but short—working. When asked what her work entailed, Fjörgynn replied that she had no set duties, but helped wherever she was needed. Asked why, she responded that there was always something that needed doing. When questioned about where she learned her work effort, Fjörgynn's replied that she took inspiration from the bees and ants, who worked tirelessly for the greater benefit of their community yet asked little in return. Impressed by her stamina and diligence, Eostre and Ertha jointly promoted Fjörgynn to the status of minor deity of industriousness.

Fjörgynn has no temples, but shrines to her are found in every temple of Eostre and Ertha. Although always depicted in art as female, there is no set form. In communities that favor farming, Fjörgynn may hold a scythe. Mining communities may show her with a pick, while weaving communities show her with a miniature loom. Her holy symbol may be found carved in workshops, on tools, and even on stone blocks in fields or mines.

Clerics are expected not to be just hard working, but diligent in their duties. They must also encourage both traits in others. A farmer who harvests too quickly may leave valuable crops behind, while a mason may regret his lack of diligence when the structure collapses. Priests must serve in communities, helping with daily tasks. Paladins favor laboring on military constructions, such as forts and fortifications, and in areas where there is a risk of attack.

Ceremonies are held daily, but they are rarely simple prayers. As befits their nature, clerics honor their god through hard work, giving inspiring pep talks to workers, and leading songs that increase productivity. Fighting monsters is not part of her remit, but adventuring clerics are not unusual—someone has to gather firewood and cook meals, and travel allows them to aid distant communities.

Character Guidelines: Constant work is the calling of Fjörgynn's clergy. Strength is an important skill for manual laborers, while being able to work long hours requires both Spirit (for good morale) and Vigor (for physical stamina). Knowledge (Craft) is useful for keeping oneself occupied and productive, though any form of productive labor is permitted. If you're using the Resource Management rules (see *Hellfrost Expansion 1*), then Stewardship is a suitable skill.

While it is a Hindrance, Heroic suits the cult's mentality, for clerics rarely refuse to aid others, no matter how mundane, arduous, or onerous the task. Diligence is part of Fjörgynn's work effort—her clerics are rarely Arrogant or Overconfident.

HARÐHUGADR

Titles: The Raging One, Lord of Storms, He Who Shakes the Heavens, Thunor's Anger.

Aspects: Storms.

Affiliations: Thunor.

Symbol: A black circle with a silver lightning bolt.

Priesthood: Storm Tongues (priests); Storm Hands (paladins).

Herald: None.

Holy Days: Storm Dance Day is a high holy day.

Duties: To become the living embodiment of the storm, to placate Thunor through the proper rites.

Sins: (Minor) showing mercy to an enemy, not creating a *storm* once per week, sheltering from a storm, injuring a storm giant; (Major) injuring a storm dragon, killing a storm giant; (Mortal) killing a storm dragon.

Signature Power: *Storm*.

Powers: *Blast, burst, deflection, hamper movement, knockdown, summon elemental* (storm, thunder, thunderstorm only).

Trappings: Non-damaging miracles have an air trapping. Damaging miracles have an electricity trapping.

Thunor has always been a god of mixed temperament. Though often calm, he is prone to sudden, violent tempers. During the God War, his rage was so terrible and persistent that the heavens were blanketed and battered by constant storms. Over time, the skies coalesced into Harðhugaðr (“Fierce Ego”), the living embodiment of Thunor’s rage.

A fearsome berserk, though without the unbridled cruelty and unchecked bloodlust of Dargar, he was a keen participant in the God War. Storm giants sprang from droplets of his blood that fell to earth.

Harðhugaðr has no temples or shrines. While any land wracked by storms is believed to have angered Thunor in some manner, it is also sacred ground, for Harðhugaðr is present. The god is sometimes depicted in art. He takes the form of an immense storm giant or dragon, with skin the color of broiling clouds and lightning for teeth.

Storms are evidence that Thunor is angry and requires placating. Typically this is due to some mortal activity, or lack of it. Both priests and paladins are itinerant troubleshooters for the greater cult. Priests are fire-and-brimstone preachers, verbally chastising sinners and communities who fail to honor Thunor in the correct manner. Paladins prefer action to words. They are especially drawn to places where oppression has gone unchecked for too long. A cleric’s appearance is much feared, for while they are not callous butchers, clerics are often berserkers—once their ire is raised, it can be hard to reign them in.

Ceremonies involve the recreation of the noise of a storm. This is achieved through banging drums and clashing cymbals, while shouting invokes the fury of the wind and splashing water symbolizes rain.

Character Guidelines: Harðhugaðr expects his clerics to be living embodiments of a storm—furious and unrelenting. Some favor Agility, allowing them to be as flexible as the wind. Others prefer Strength, so allowing them to swiftly batter enemies into submission. Priests should have a good Intimidation.

Clerics are expected to focus on a strong attack over

defense. Edges like Frenzy and Sweep suit their mentality. Berserk neatly symbolizes the unpredictable and destructive nature of terrible storms.

HEFND

Titles: Backstabber, He Who Scorns Justice, Righter of Wrongs, He Who Balances the Scales.

Aspects: Vengeance.

Affiliations: Niht, Vali.

Symbol: A book of law with a dagger thrust into it.

Priesthood: Vengeful Tongues (priests); Vengeful Blades (paladins).

Herald: None.

Holy Days: None.

Duties: To encourage others to enact vengeance, to avenge slights on behalf of others.

Sins: (Minor) not encouraging others to seek vengeance, failing to avenge a slight done to you; (Major) ending a blood feud; (Mortal) forgiving someone for a slight or injury.

Signature Power: *Smite*.

Powers: *Boost/lower trait, fear, invisibility, jinx (no luck), nightmare*.

Trappings: Any except necromantic.

Special: Clerics must have the Vengeful Hindrance.

A son of Vali, Hefnd is a creature full of spite and malice. At first he used only words to stoke the fires of vengeance in others, but Niht (possibly his mother) added to his arsenal by teaching him how to commit secret murder.

Hefnd has no need for sacred places—the heart of anyone who craves justice is his home. Likewise, he is never shown in art, for he exists only as the voice that whispers dark thoughts.

Hothar’s clergy preach that justice is for all, but those at the lower end of the social ladder know that the scales are not tipped in their favor. It is not just the peasants who suffer, though—a nobleman who has lost face because of another’s words or deeds will find the courts disinterested. When justice cannot be served, thoughts of vengeance quickly surface.

Whether the slight is real or perceived, Hefnd’s clergy actively encourage vengeance in others. A citizen may have been stabbed in the back, but it is the cult that twists the knife and opens the wound. Through sly words they feed the dull ember in men’s hearts until it is a raging inferno. For all its wicked reputation, the cult does not fabricate situations that lead to calls for vengeance—there is more than enough injustice in the world without them having to interfere. Of course, a victim of retribution may now crave revenge himself, but that is part of the natural cycle, as evidenced by blood feuds.

As a general rule, priests seek to corrupt victims of injustice into committing vengeance themselves, while paladins act as proxies, taking payment to commit the deed on behalf of another. Neither desires credit for an act of vengeance—they always ensure their victims know for whom they are working.

Not all clerics plot secret murder, nor are they required

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to act rashly. In order to be effective, vengeance must strike the victim where it hurts the most, no matter how long that takes. If the target is a merchant, for instance, then slowly destroying his business so he ends up a pauper is more fitting than slitting his throat. Befriending a target only to betray him at some crucial moment is an equally valid tactic.

Character Guidelines: Social skills are as equally important to a cleric as combat skills. An insidious rumor can destroy a reputation as keenly as a blade can take a life. Moreover, a good Persuasion is essential in leading others down the path of seeking vengeance.

KARA

Titles: She Who Clears the Mind, The Fragrant One.

Aspects: Pipeleaf.

Affiliations: Eostre Plantmother.

Symbol: A pipeleaf leaf.

Priesthood: Fragrant Hands (priests); Fragrant Blades (paladins).

Herald: None.

Holy Days: Any day a cleric tries a new variety of pipeleaf is a personal high holy day. Pipeleaf Day (an alternative to Apple Day) is a high holy day.

Duties: The cultivation of pipeleaf, to try new varieties, to share the pleasure of smoking with others.

Sins: (Minor) not smoking a pipe at least every other day, accidentally breaking a pipe, refusing to share a pipe with a civilized being when you have pipeleaf; (Major) deliberately breaking a pipe, accidentally destroying pipeleaf; (Mortal) willfully destroying pipeleaf (except by smoking it).

Signature Power: *Succor**.

Powers: *Analyze foe*, *boost trait* (Smarts, Spirit, Vigor; no *lower*)*, *deflection**, *detect* (no *conceal*), *insight*, *obscure*.

Trappings: All trappings are related to smoking and smoke. *Analyze foe*, *detect*, and *insight* are moments of mental clarity, for instance, whereas *deflection* shrouds the cleric in thick smoke.

Special: Spells marked “*” have a Range of Self.

A daughter of Eostre, Kara (“Curly-Hair”) was tricked into smoking pipeleaf, until then thought a useless weed, by the Unknowable One. As sometimes happens, the trickster’s jape backfired—smoking pipeleaf proved a most enjoyable experience. The Unknowable One, bested but never bitter, allowed Kara to take credit for the discovery. Once the other gods had sampled the burning weed it was unanimously agreed that Kara should become the patron deity of pipeleaf.

Kara’s small cult is found only in the Vale, the traditional source of pipeleaf, and Ostmark, where cultivation has increased dramatically in recent years. The goddess has no temples. Shrines can be found in temples to Eostre Plantmother in pipeleaf growing regions, as well as in the fields. Like many minor deities, Kara has no distinct humanoid form. Instead, she is shown as a pipe carried by Eostre or a bundle of pipeleaf leaves tucked into her mother’s belt.

Merely smoking pipeleaf is hardly worthy of a cult.

Priests work alongside farmers, planting, cultivating, and harvesting pipeleaf. Paladins protect the pipeleaf fields from thieves and pests. Both may be found in the employment of merchants who specialize in pipeleaf.

Clerics honor their goddess through contemplative meditation. This is always done while smoking a pipe. As such, it can be done at any time of day and even while on the move.

Character Guidelines: Beyond cultivating and protecting pipeleaf fields, Kara does not require her clergy to take any special actions. Thus, they have free choice in their skills and Edges.

SIGÐIR

Titles: Lord of the Ball Game.

Aspects: Knattleikr (see *Hellfrost Expansion 2*).

Affiliations: Tiw.

Symbol: A knattleikr bat.

Priesthood: Referees (priests); Players (paladins).

Herald: None.

Holy Days: Any day a knattleikr game is played in the community is a holy day. The start of any knattleikr tournament is a high holy day.

Duties: To promote the participation of knattleikr, to referee matches in an impartial manner.

Sins: (Minor) being on the losing team in a knattleikr match, refusing to participate in a knattleikr game (either as a referee or player); (Major) cheating at knattleikr, showing favoritism (if you are a referee); (Mortal) deliberately losing a knattleikr match.

Signature Power: *Boost/lower trait* (Agility, Smarts, Strength, Vigor, Intimidation, Knowledge (Battle), Taunt, Throwing only).

Powers: *Aim*, *armor*, *deflection*, *leaping*, *quickness*, *speed*.

Trappings: None with any game mechanics. Miracles typically boost natural abilities, producing no showy effects. Note that *deflection* is not an intelligent spell—it cannot tell if the target is being targeted or trying to catch an object. Hence, it can be used to hamper a player.

Special: Miracles only function on participants in a knattleikr game. Miracles have no effect if the target engages in other activities, though they remain Maintained.

Godsheim was subject to seasonal changes even before the disappearance of Kenaz and Sigel. During winter, Tiw frequently grumbled that his warriors were growing lazy from lack of exercise. Sigðir (“Victory Giver”), too young to join Tiw’s fyrd, spent his days playing a ball game with his friends. On hearing his master’s lament, Sigðir suggested the gods try his new game. Being a mighty warrior, Tiw at first dismissed the godling’s suggestion, seeing no value in childish pursuits. Only when he saw the ferocity and passion with which the game was played did he change his mind and permit his fyrd to have a go. Suitably impressed, he demanded Sigðir draw up a fixed set of rules for his game. Thus was born knattleikr.

No temples to Sigðir exist, nor do temples of Tiw contain shrines honoring him. When shrines exist, they are

always placed on the boundary of a knattleikr pitch. In most cases “pitches” are just an available parcel of land, rather than permanent features. As such, shrines tend to be wooden, making them easily transportable. As a rule, shrines take the form of a carved image of Sigðir clutching a bat in his right hand and a ball in his left.

Sigðir’s cult is tiny—many communities play knattleikr, but few support a permanent cleric. While priests most often serve as referees, they are expected to be competent players. Conversely, paladins much prefer to play but may accept the position of referee. When acting as referees, clerics are expected to remain strictly neutral.

Rituals are held only before knattleikr matches. Most often they are simple prayers, invitations for the god to watch the game rather than pleas for assistance, followed by blessing the pitch, the players, and their equipment. Ceremonies always finish with a loud, repetitive chant designed to fire up both players and crowd. Loud musical accompaniments are frequent.

Character Guidelines: While their miracles of no use when adventuring, clerics are knattleikr players and thus are not without practical abilities. Depending on his playing style, a high Agility or Strength is essential. Smarts should be favored if the cleric is also a team captain. Throwing is an important skill, but one should not overlook Intimidation and Taunt—trash-talking is an accepted part of the game.

SONGR

Titles: Sweet Voice, Shaper of Moods.

Aspects: Songs and music.

Affiliations: Hoenir, The Unknowable One.

Symbol: A lute.

Priesthood: Resident Singer (priests); Wandering Minstrel (paladins).

Herald: None.

Holy Days: Every Sangdaeg is a holy day.

Duties: To learn new songs and tunes, to entertain others through song and music.

Sins: (Minor) failing to sing or play for music for one hour a day, failing to learn a new song when the opportunity presents itself, interrupting a song or music recital; (Major) accidentally damaging a musical instrument; (Mortal) willfully damaging a musical instrument.

Signature Power: *Speak language.*

Powers: *Battle song, beast friend, becalm, bless/panic, boost/lower trait, fear, succor.*

Trappings: Sound only.

Special: Clerics of Songr count as skalds for the purposes of earning Glory.

Music largely exists as an accompaniment to songs or to help maintain the rhythm of poetry. The ideas of background music or listening to music for its own sake are alien concepts, though not entirely unknown. Whether drinking songs, work songs, poems put to music, or battle songs, singing is popular across the land. Songs can inspire greatness, tame nature, and instill fear.

No mortal is sure how Songr (whose name became

MAGIC & KNATTLEIKR

The rules for knattleikr in *Hellfrost Expansion 2* state that magic is forbidden because it isn’t sporting. With the introduction of Sigðir’s cult, that statement must be reexamined.

Although a cleric may be a player, his presence on the team must be declared before the match begins. If both teams are fielding a cleric, there is usually little disagreement—both may use their miracles freely. If only one team has a cleric, then one of two things may happen.

First, the opposing team may refuse to allow him to invoke any miracles. Clerics who break this restriction are cheating, a major sin.

Second, the opposing team may allow the cleric to cast a fixed number of miracles of his choice during the match. This must be declared in advance, though, as the opposing team is awarded bonus points for their rival’s divine aid. The team fielding the cleric loses one token for each spell that will be cast. Again, breaking this agreement counts as cheating.

MIRACLES AND NPCs

Teams comprised entirely of NPCs do not normally make Characters in Mass Battles rolls during a knattleikr match. That changes if the team fields a cleric of Sigðir. Just treat the cleric exactly like a regular player character in how this is handled. For simplicity, assume a priest’s Vigor die is one lower than his Faith, to a minimum of d6, while a paladin has equal Faith and Vigor dice. The GM should determine the cleric’s equivalent character Rank.

The cleric may, of course, be casting miracles on his team mates. To simulate the use of Maintained spells on multiple teammates, each previously cast and still active spell gives a cumulative +1 bonus to the team captain’s Battle Roll.

the Trader word “song”) came into being. Some say he was discovered by Hoenir, who heard a strange noise echoing through the early universe. Others claim he is a servant of the Unknowable One who can only speak through singing. Regardless of his origin, all civilized race acknowledge him as the creator of singing and music.

Songs has just one temple. Located in Scathmoor, it is a small annex to the Three Notes Academy and a music venue in its own right. A large shrine stands in the Entertainers’ Guild in Spyre. In other places where music is frequently played, the god’s holy symbol suffices as a focus for veneration. More often than not it takes the form of a physical lute.

Clerics are musicians and singers. Priests are most often based in one area, putting on regular performances for the public or a patron. Paladins follow their feet,

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moving from place to place in search of new tunes and songs and earning a living through their arts.

All music and songs are sacred to Songr. Ceremonies require nothing more than performing, though some venerate their patron by composing new songs or learning and passing on ones thought lost.

Character Guidelines: All songs carry meaning, and that meaning is learned through Knowledge (Folklore) (Common Knowledge represents only knowledge of one's native songs). Sociable by nature, both types of clergy will benefit from a good Persuasion and Streetwise, as well as Social Edges (especially Charismatic).

THEKK

Titles: He Who is Two in One, Seneschal of the Gods, Castellan of the Heavens, He Who Governs in Name.

Aspects: Overseeing a resource.

Affiliations: Hothar, Tiw.

Symbol: A blank flag.

Priesthood: High Seneschals (priests); High Castellans (paladins).

Herald: None.

Holy Days: The start of any major project in a resource is a holy day. Law Day and Oath Renewal Day are high holy days for priests while Battle Dance Day and Standards Day are high holy days for paladins.

Duties: To efficiently run a resource in the name of one's master, to defend one's master's resource.

Sins (Priests only): (Minor) being absent for one month, failure on the resource's Annual Income roll; (Major) being absent for more than three months in a year, critical failure on the resource's Annual Income roll, using the resource's treasury for personal means; (Mortal) being absent for an entire year, usurping one's master.

Sins (Paladins only): (Minor) being absent for one month, suffering defeat in a moderate raid; (Major) being absent for more than three months in a year, suffering defeat in a minor raid, using the resource's military for personal means; (Mortal) being absent for an entire year, usurping one's master.

Signature Power: *Boost/lower trait* (Smarts, Spirit, Intimidation, Knowledge (Battle [paladins only], Heraldry, Stewardship [priests only]), Persuasion, Streetwise only).

Powers (Priests only): *Charismatic aura, sanctuary, speak language*; **Resource:** *demagogue*.

Powers (Paladins only): *Barrier, bless/panic, gift of battle*; **Resource:** *summon the fyrd*.

Trappings: None with any game mechanics. Trappings tend to be subtle. Even *barrier* tends to raise earth banks or thick hedges or repair breaches in fortifications rather than conjure up walls of fire.

Special #1: Except for *sanctuary*, miracles can only be cast and only function within the boundaries of the resource the cleric serves. If the cleric crosses the boundary, any Maintained miracles automatically end. This means clerics are powerless unless they are employed. *Sanctuary* always returns the priest to his home.

Special #2: Thekk grants his cleric's resource mira-

cles (see *Hellfrost Expansion 2*), a rarity among minor gods. Seneschals can make use of Hothar's temples or shrines and castellans those of Tiw for the purposes of casting resource miracles.

Special #3: When creating a random NPC seneschal or castellan cleric of Thekk, draw a second card. The value determines his Faith die (use the Stewardship table). If the suit is a Heart or Spade, the cleric knows the appropriate resource miracle.

In the same way that the major gods are amalgamations of many lesser deities, so Thekk was once two gods. Over time, these deities, who shared similar aspects, were slowly merged into one entity. Whether Thekk is seneschal and castellan to all the benevolent gods simultaneously or whether his name has become a title used by those who hold such lofty posts is unknown to mortals.

Although still a servant, Thekk holds an important position. Since only two people in a community ever honor the god, however, he has no temples. Even dedicated shrines are rare. More commonly, he has a shrine in either a temple of Hothar or Tiw within a resource, but never both. (Remember, resource miracles require a temple or shrine or they cannot be cast.) Regardless of in which temple the shrine stands, images always depict his dual nature—he holds a book in one hand and a sword in the other. If the shrine is in Hothar's hall, the book is held in the right hand. In Tiw's temples, the sword occupies the right hand.

Thekk's clergy fulfill the same roles as their god. Priests serve only as seneschals, the right-hand man or woman of those who own land or run businesses. When their master is absent, they rule in his name and with his authority. Paladins, on the other hand, are castellans, commanders of a resource's military might and responsible for its defenses. Because of this defined split, priests always outrank paladins.

It should be noted that having a cleric of Thekk as seneschal does not guarantee a benevolent ruler. The god cares only that the resource is run efficiently, and whether that means a gentle touch or an iron grip is not his concern.

Ceremonies are rarely elaborate affairs. Most often the cleric does nothing but meditate on the challenges the coming day will present (if performed in the morning) or ponder those he has faced during the day (if performed during the evening).

Character Guidelines: While there is some advisory nature in a cleric's role, he is expected to be able to manage or defend a resource on his own. A priest's most useful skill is Knowledge (Stewardship), while that of a paladin is Knowledge (Battle). A good ruler or commanders always knows what is happening in his domain and its surrounding territory, and should be able to communicate his wishes and commands to his people. Thus, Persuasion and Streetwise are highly recommended. Sometimes a leader must bark orders or issue threats, and so Intimidation should not be over looked.

For Edges, priests favor social ones like Charismatic and Connections. As military commanders, paladins should invest heavily in Leadership Edges.

ARMOR OF THE GODS



Whether a cleric is a peace-loving Merciful Daughter of Eira, a free wandering Wheel of Freo, or a battle-hungry Sword of Tiw, the profession requires certain tools. Most are quite mundane, no different to those used by non-clerics. Any power they possess comes only through a cleric's skilled hands. Others, such as blessed armor, fill a halfway point between mundane items and relics, being more powerful than the former but not truly counting as the latter. This bonus chapter takes an expanded look at blessed armor.

● BLESSED PROTECTION ●

Blessed robes and armor may differ in style, something more commonly due to cultural bias rather than specific cults, and colorings and markings appropriate to the deity of the creator and thus usually the wearer, but in terms of game mechanics they are identical.

While a mortal craftsman sews or forges blessed robes and armor, the gods play an indirect part. As clerics are granted miracles, so a small few craftsmen (all of whom are dedicated worshippers) are gifted the knowledge to create blessed armor. Since the gods' interference is second hand, the gods did not include its construction in the Compact.

In this section we present alternate options for blessed robes and armor. The protection is listed alphabetically by deity. As with the standard protection, only clerics of the appropriate faith can benefit from its enhanced abilities.

Not all enhanced blessed protection is equal. Each entry is designed to suit the needs of the god's clergy, in fulfilling their daily duties, not necessarily leading an adventurous life. In general, armor with a more generically useful bonus costs more than those with a limited ability.

Due to two new types of blessed protection being added (see the sidebar on p.xxx), the enhanced versions below are listed with a "+X" for weight and cost. These modify the base values.

BLESSED PROTECTION & SINS

Blessed robes and armor might well be constructed by mortal hands, but they exist only by the will of the gods. Clerics who offend their deity not only suffer difficulties casting miracles, but the gods remove the special benefits of any blessed robes or armor as a further sign of their displeasure.

Minor sins are ignored unless the protection grants an enhanced bonus (such as those listed below), in which case the special abilities are lost for one week. This still leaves the robes or armor as conventional blessed versions as detailed in the *Hellfrost Player's Guide*.

For major sins, the cleric counts as a non-cleric for one week. Thus, armor weighs more and robes grant no protection.

A mortal sins means the cleric is treated as being a non-cleric until he serves his penance and returns to the god's divine favor.

DEDICATED HEROES

At the GM's discretion, dedicated characters (see *Hellfrost Rassilon Expansion 1*) may also wear blessed robes and armor.

DARGAR

The cult of Dargar is renowned for its barbarity. Little surprise then that this extends even to their blessed protection. Blessed robes are made from tanned skin while armor is constructed from bones.

Some craftsmen are blessed with the ability to create armor with a truly terrifying appearance. Using tanned skin carefully peeled from faces, they can create blessed robes and a thin leather covering for armor. The multiple mouths appear to scream in torment as the wearer moves. This sickening visage grants the wearer a +2 bonus to Intimidation rolls.

Some cult craftsmen demand clerics supply their own

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NEW BLESSED ARMOR

Conventional blessed robes and blessed armor offer no protection for the head—if the wearer wants to protect his head, he needs to purchase a helmet separately. Whether you use the new rules in this section or not, the following new armors are considered standard armor available to any cleric of the faith.

Blessed Cowled Robes: As the name indicates, these blessed robes come with a heavy cowl. This has the same base armor rating as the rest of the robe, but has only a 50% chance of protecting the head.

Weight: 9 lbs; *Cost:* 60 gs

Blessed Full Armor: Full armor comes with a full helmet (+3 Armor). At the player's choice, this may be a full bucket helm or a pot helm with a (often stylized) face visor. The latter can be lifted for greater visibility or so the wearer can be recognized. When the visor is lifted, the helmet has a 50% chance of protecting the head as for a conventional pot helm. When down, it grants 100% head protection.

Weight: 35 lbs; *Cost:* 575 gs

raw materials, a task most are eager to comply. Others are content to gather materials for themselves. If a cleric supplies suitable faces (ten minimum, assuming Size +0 victims), there is no additional cost. If the craftsman must supply the raw materials then the second price modifier applies.

Coloring: Standard robes and armor are stained in blood, giving them a dark red hue. Fearsome protection is usually left the natural color of the skin used in its creation, though it quickly becomes soaked in the blood and gore of the cleric's many unfortunate victims.

Fearsome Armor: *Weight:* +0 lbs; *Cost:* +0/+150 gs

Fearsome Robes: *Weight:* +0 lbs; *Cost:* +0/+15 gs

EIRA

Priest or paladin, the clergy of Eira is devoted to the cause of peace. Most intelligent monsters strive to eliminate healers as a priority. Doing so is extremely prudent, as it prevents their allies benefitting from healing powers. Equally, a cleric may be required to rush onto a battlefield to administer first aid or drag a wounded comrade to safety, all the while risking attack (directly or indirectly).

In order that the clerics live long enough to carry out their duties, their blessed protection is reinforced. The reinforcing increases weight, but it still provides better benefits than its mundane equivalent.

Coloring: To denote their status, blessed robes are made of white-stained leather while plate mail is stained white using a combination of minerals during construction. Few retain their pristine whiteness for long, being quickly stained with blood and grime.

Reinforced Armor: *Armor:* +4; *Weight:* +10 lbs; *Cost:* +800 gs

Reinforced Robes: *Armor:* +2; *Weight:* +5 lbs; *Cost:* +200 gs

EOSTRE ANIMALMOTHER

All animals, save perhaps for birds, which Thunor adopted long ago, bow before Eostre Animalmother. While carnivores must eat to survive, they also know at an instinctive level that clerics of Eostre are responsible for protecting them from callous hunters and trappers, and even healing their wounds.

No matter how angered or hungry they are, animals with (A) intelligence are inherently reluctant to harm a cleric wearing the Animalmother's blessed protection, sensing that the paladin or priest is not a true enemy or a desirable source of nutrition. Even if under the mental influence of another (such as through *beast friend*), they have -1 to Fighting rolls against the wearer.

Coloring: Animalmother has no leanings toward any particular color. Instead, robes and armor are decorated with imagery of animals. Whether the animals are wild beasts, such as aurochs, bears, and wolves, or domestic beasts depends on how the cleric serves the cult.

Beastguard Armor: *Weight:* +0 lbs; *Cost:* +75 gs

Beastguard Robes: *Weight:* +0 lbs; *Cost:* +15 gs

EOSTRE PLANTMOTHER

Eostre's Plantmother aspect cares only for vegetation. Priest or paladin, clerics are expected to protect the wild forests and hunt down those who would defile them.

Robes and armor are made of interwoven scales fashioned in the shape of leaves. Robe scales are leather and armor scales are metal. The shape combined with the scales' color and the divine hand of Eostre allow the wearer to camouflage himself against vegetation.

The cleric gains +2 to Stealth rolls, but only to remain hidden in areas where suitable vegetation is present. He might be crouched in undergrowth or sitting up a tree. No bonus is granted to rolls to avoid being heard.

Coloring: The Plantmother's hand is felt quite strongly in the blessed robes of her clergy. Instead of being one color, the coloring shifts to suit the surrounding vegetation. In a deciduous forest in summer, when foliage is prevalent (at least in the Hearthlands), the armor has green, brown, and black tones. In the same woodland in fall, these become browns, oranges, and reds.

Camouflaged Armor: *Weight:* +0 lbs; *Cost:* +250 gs

Camouflaged Robes: *Weight:* +0 lbs; *Cost:* +30 gs

ERTHA

Patron of smiths, creator of metal, and the embodiment of the earth, Ertha is the root of the immovable mountain, the foundation of the world. She is closely associated with fortitude and resistance.

As befits her nature, Ertha grants her craftsmen the

ability to create blessed armor that absorbs energy, thus allowing her clergy to stand firm when others would be staggered. The wearer treats his Size as one point higher for the purpose of resisting knockback and gains +1 to Strength rolls to resist being pushed.

Coloring: Armor is never stained—Ertha is the goddess of metal and its dull color appeals to her. Robes are usually a rich earthy brown or stone gray.

Steadfast Armor: *Weight:* +7 lbs; *Cost:* +300 gs

Steadfast Robes: *Weight:* +3 lbs; *Cost:* +30 gs

FREO

Whether they serve as messengers or explorers, Freo's clergy are stricken with insatiable wanderlust. Long distance travel is arduous enough without the burden of armor, a necessity in the wild places between settlements.

Keen that his clerics are not hampered, Freo teaches his cult's craftsmen a secret technique for producing armor that is strong but light. The only enhancement is a reduction in weight. Such craftsmen ship is far from simple to achieve, and the enhanced robes and armor are very expensive.

Coloring: The cult of Freo has no strong affiliation with any particular color. Robes are typically earthy colors, similar to those of conventional travel garb, so as not to stand out in the wilderness.

Lightweight Armor: *Weight:* -10 lbs; *Cost:* +500 gs

Lightweight Robes: *Weight:* -3 lbs; *Cost:* +100 gs

HELA

Dargar's cult is not alone in using skin and bone for its blessed robes and armor. Whereas they prefer to gather materials from victims of their violent lusts, those of Hela prefer to tear them from ancient corpses. So dressed, and ripe with grave stench, they are often mistaken for animated dead, especially if the front of the skull is used to create a helmet's faceplate.

The wearer gains +1 to Intimidation rolls. The presence of Hela's hand in the armor's creation serves to remind the cleric that his dark mistress is watching over him and that he is one of her chosen servants, at least in his mind. He gains a +1 bonus to Spirit rolls to resist Fear and Intimidation.

Coloring: Whereas Dargar's clergy favor blood red, Hela's opt for black or either the natural gray of withered skin or the yellow-white of aged bone.

Corpse Armor: *Weight:* +0 lbs; *Cost:* +125 gs

Corpse Robes: *Weight:* +0 lbs; *Cost:* +15 gs

HOENIR

Hoenir's cult has no interest in war, for it has witnessed that large-scale unrest is the surest way for knowledge to be lost.

Although they are paladins, the Seekers of Knowledge strive to recover lost wisdom, and are more akin to tomb robbers (a description sure to raise their ire) than war-

riors. While they can do little to avoid traps, beyond detecting them in advance, they are not afraid to flee from monsters and other attackers. Similarly, adventurous Gray Sages are more likely to lurk at the back of a fight and assist their allies with spells. Both are more likely to be targeted by missiles rather than melee weapons.

Rather than take an active role in the manufacture of blessed protection, Hoenir guides his cult's craftsmen to lost lore describing how to manufacture quality armor. The cult's blessed protection grants an additional +2 Armor against ranged shots that hit.

Coloring: Whatever their calling, clerics favor gray robes, believing the knowledge they possess and crave is neither good nor evil.

Arrow-Proof Armor: *Weight:* +3 lbs; *Cost:* +600 gs

Arrow-Proof Robes: *Weight:* +1 lbs; *Cost:* +150 gs

HOTHAR

Hothar is the personification of justice. Those who break the law are subject to his wrath. This makes his clerics targets for those they have judged, as well as those who live outside the law. Hothar may be blind, but he is fully aware his clerics have enemies.

Although too subtle to detect with ordinary senses, the divine hand of Hothar is felt by criminals and outlaws, those who have flouted the laws of the land, as well as oath-breakers. The unseen divine aura gnaws at their hearts and minds, reminding them that they are betrayers of the code that binds society together.

An attacker who has been declared a criminal by due process or who has been branded an outlaw by a party permitted to impose that sentence suffers -1 to attack rolls against a wearer of Hothar's righteous armor. This includes spells that solely target the cleric, but not area-effect powers.

Coloring: Hothar's clergy are expected to remain impartial in all matters, basing any conclusions on facts rather than hearsay, personal opinions, and familial bias. To show their stance as neutral parties, their robes are always white.

Serving as constables and bounty hunters, paladins have no desire to alert their quarry to their presence. To that end, they do not stain their armor. Those who wish to display their allegiance typically don a white cloak fastened with a clasp in the shape of Hothar's holy symbol.

Righteous Armor: *Weight:* +0 lbs; *Cost:* +50 gs

Righteous Robes: *Weight:* +0 lbs; *Cost:* +5 gs

KENAZ

The cult of Kenaz is devoted to battling Thrym's mortal minions, a duty that often requires them to wander the frost-gripped Winterlands. The most devout battle their way into the frozen wastes of the Hellfrost. Kenaz has no direct authority over cold, but he is not without ways to aid his clerics.

Guided by the god of fire's divine hand, cult craftsmen can imbue blessed robes and armor with protection

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against cold temperatures as well as the deadly frigid powers of their quarry. The armor grants +2 to Vigor rolls to resist the effects of cold temperatures (this stacks with furs and winter clothing) and an additional +1 Armor against mundane and supernatural attacks with a cold, coldfire, or ice trapping. Being semi-divine in origin, the insulation of the robes and armor imparts no penalties to avoid overheating in warmer climes.

Coloring: The lower portion is yellow, changing to orange and finally red at the top. The colors are not distinct bands, but are blended together and dabbled with black patches to give the impression of a living flame. This is most apparent in robes, which seem to transform into a writhing flame as the wearer moves.

Warming Armor: *Weight:* +6 lbs; *Cost:* +400 gs

Warming Robes: *Weight:* +3 lbs; *Cost:* +50 gs

MAERA

Although they are clerics, priests and paladins are focused on the study of magic. They recognize that while it can be used to produce beneficial effects, it can also be a force of immense destruction. To protect clerics against hostile wizards, magical traps, and accidental discharges while examining relics, their blessed robes and armor is sometimes imbued with raw threads of magical energy.

This protection gives the wearer an additional +1 Armor to resist the effects of directly targeted damage-causing powers (such as *bolt*) and +1 to Trait rolls to resist opposed powers. There is no additional Armor bonus against area-effect damage-causing spells (like *blast* and *burst*), but cowled robes and full armor count as full body coverings and thus provide their normal armor rating. In all cases, bonuses only apply to spells of magical origin—no bonuses are gained when targeted by miracles.

Coloring: Blessed protection is always multicolored. Some clerics prefer distinct vertical stripes, giving the impression of strands of magic falling from the heavens but having the unfortunate side-effect of making them look like walking rainbows. Others prefer a tangle of thinner, interwoven ribbons of color.

Spellguard Armor: *Weight:* +0 lbs; *Cost:* +650 gs

Spellguard Robes: *Weight:* +0 lbs; *Cost:* +80 gs

NAUTHIZ

As servants of the god of stealth and concealment, clerics prefer not to be detected when performing the more larcenous duties of their faith. Luckily for them, the cult's craftsmen are masters at creating robes and armor that produce very few rustles and squeaks. They have no shiny surfaces and are stained or colored to help the wearer blend smoothly into shadows.

Stealth armor grants +1 to Stealth rolls. Even if colored for camouflage, it grants no bonus to avoid being spotted. Additionally, it contains a cunningly worked secret pocket. Only a single small item, such as a pair of weighted dice or set of lockpicks can be stored in the

pocket. A visual inspection will never reveal the pocket's existence, nor will a standard pat down. Even a careful search requires a Notice roll to spot it.

Coloring: Only clerics who don't want to be heard or seen wear muffled armor. Since thievery is best performed at night, colors range from dark gray to black. In order to avoid suspicion, many robes are reversible, with one side having a brighter color.

Stealth Armor: *Weight:* +3 lbs; *Cost:* +250 gs

Stealth Robes: *Weight:* +1 lbs; *Cost:* +30 gs

NEORTHE

Whether they sail the rivers and seas as pirates, merchants, or explorers, or dive beneath the waves to hunt kreaana or investigate sunken ruins, Neorthe's clerics are drawn to open water. The added weight of armor is ideal for those who wish to sink, but is no comfort for those who would rather avoid the risk of drowning.

While only slightly lighter than other armor, Neorthe's blessed robes and armor are designed to trap air, thus providing buoyancy in water. A wearer adds +2 to Swimming rolls to remain afloat. The air can be squeezed out very quickly, a trick known only to the cult's clerics, allowing them to submerge without fear of being propelled back to the surface.

Furthermore, blessed robes can be quickly dried thanks to being impregnated with oil, while molten metal is mixed with special oils during construction to make it immune to natural rust.

Coloring: While armor tends to be bare metal, robes vary in color from the blue of shallows to the deep green of the open sea. Often the hems and cuffs are adorned with white ripples or curves, giving the impression of sea foam or breaking waves.

Buoyant Armor: *Weight:* -5 lbs; *Cost:* +50 gs

Buoyant Robes: *Weight:* -1 lbs; *Cost:* +5 gs

NIHT

While it pains the cult of Nauthiz to admit it (and is something they frequently avoid even mentioning), their god learned (some say stole) the secrets of concealment from Niht. The goddess of darkness, however, remains the undisputed master of the art.

Clad in blessed robes or armor, her clerics can disappear into the faintest of shadows and walk over dry twigs without making a sound—or so sentries and night watchmen whisper. Even clerics of Rigr and Sigel have difficulty detecting them, and little escapes their notice. Unsubstantiated stories tell that a shadow elemental is bound into each robe or suit of armor. Given its love of secrets, it is unlikely the truth will ever be known. Blessed robes and armor increase the wearer's Stealth Wild Die by one die type. Extras gain a d6 Wild Die.

Coloring: As befits both her nature and her aspects, Niht's robes and armor only come in one color—black. As with Nauthiz, robes may be reversible to avoid suspicion of the wearer being up to no good.

Stygian Armor: *Weight:* +1 lbs; *Cost:* +350 gs

Stygian Robes: *Weight:* +0 lbs; *Cost:* +40 gs

NORNS

Every mortal that is born is woven into the great tapestry that binds the three worlds (mortals, fey, and gods) together. At their whim alone are men and women destined to become mighty heroes or wretched peasants, live long lives or perish as infants, bask in wealth or eat rats just to survive.

The Norns do not pick favorites, but they do have enemies. Constructs, demons, and undead are not born, and thus have no strands in their tapestry of fate. Not only do the Norns have no authority over them, but these creatures can interfere with the destiny they have woven for mortals.

In most matters the Norns spare little thought for their clerics—their fate is written without bias. In matters of abominations, however, the Norns are prepared to interfere in order to save their tapestry from unraveling. Against constructs, demons, and undead, a cleric's blessed protection gives him an additional +2 Armor.

Coloring: In many ways the Norns are more impartial than Hothar. They care nothing for life and death, favor no element, and lean neither toward good or evil. In order to denote their neutrality, clerics favor gray clothing.

Fated Armor: *Weight:* +0 lbs; *Cost:* +600 gs

Fated Robes: *Weight:* +0 lbs; *Cost:* +70 gs

RIGR

Awake or asleep, Rigr is ever alert, ready to summon the gods to arms the instant danger presents itself. That eternal vigilance carries over to his mortal followers.

While Rigr's clergy need little sleep, they are not totally immune for the need to rest. In order they can be ready for immediate action, his cult's craftsmen manufacture robes and armor that are comfortable enough to sleep in, at least for the three hours they require each night.

There will always be times when they need to strip, though, such as when bathing—the blessed protection might be comfortable, but the wearer still sweats, and he risks catching lice or breaking out in boils unless he keeps up his personal hygiene. The cunningly wrought armor can be donned in half the usual time.

Coloring: As sentries and watchmen, Rigr's clergy rarely desire to draw attention to their presence. There is little to distinguish their robes and armor from those worn by ordinary members of their community.

Comfortable Armor: *Weight:* +0 lbs; *Cost:* +75 gs

Comfortable Robes: *Weight:* +0 lbs; *Cost:* +8 gs

SCAETHA

Scaetha is, perhaps, the most driven of the gods. While she has other duties, her primary focus is the destruction of Hela and the vile undead she has spawned.

While undead are commonly said to be immune to

CAN I MAKE THIS?

Having read these rules, at least one player is going to ask if his cleric can create his own blessed robes or armor. The short answer is no, he can't. A longer answer is given below.

The creation of any armor is very labor intensive and definitely not a task for a layman. The art of constructing blessed protection is beyond the ken of even a master leatherworker, tailor, or armorer—in the same way that only clerics are blessed with the ability to work miracles, so only a select few craftsmen are bestowed the knowledge of how to create blessed robes and armor.

These individuals are utterly dedicated to serving the cult, having neither the inclination nor the time to go adventuring. Indeed, the gods very rarely impart the secret knowledge to clerics—their duty lies in serving the cult in other ways. This applies even in the cult of Ertha—player character clerics might be smiths, even master smiths, but not that is not their core purpose. At least, not if they want to earn any experience points.

fear, there is one thing that causes them to recoil, if only slightly. Faced with a cleric of Scaetha, even the least intelligent undead knows that it faces an enemy who cannot be bribed or bartered with to spare its unnatural existence. The only solution acceptable to the cleric is the undead's total extermination and he has no fear of dying to perform that sacred duty.

The holy symbol's prominent presence on blessed protection, coupled with the divine energy imparted into it through the craftsmen's hands, gives undead and clerics of Hela a -1 penalty to attack rolls against the wearer. This includes spells and special abilities that target only the cleric, but not area-effect powers.

Coloring: Given that clerics face death on a daily basis and must face up to foes that could freeze a man's heart in terror, it comes as no surprise that they are a morbid, though not entirely humorless, bunch. Both armor and robes are stained black.

Deathguard Armor: *Weight:* +0 lbs; *Cost:* +600 gs

Deathguard Robes: *Weight:* +0 lbs; *Cost:* +60 gs

SIGEL

Sigel may be missing and the glowing light of his celestial hearth may be fading, but his cult has not forsaken its sacred duty to fight against the forces of darkness. Now perhaps more than at any other time his clerics are in dire need of added protection from their innumerable and implacable foes.

Blessed armor and robes are always created in direct daylight. Each pull of the needle or fall of the hammer locks sunlight into the equipment, imbuing it with Sigel's divine radiance.

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Blessed protection grants limited immunity to supernatural powers and special abilities with a cold, coldfire, darkness, ice, or necromantic trapping. The wearer has an additional +1 Armor against damage-causing powers and +1 to Trait rolls to resist opposed powers.

Coloring: Sigel has long been associated with yellow, the color of his hearth. The leather or heavy cloth used to create robes is dyed using mineral extracts.

Before the Blizzard War, the cult's craftsmen knew the secret of how to harden pure gold to the strength of iron. This knowledge was lost when Sigel vanished and the last of the smiths who knew the secret died. Modern smiths must resort to mundane methods to create the illusion of gold. Some clerics' vanity and fanaticism demands a thin veneer of gold (costs +100 gs in gold coins), while others are happy to accept fool's gold.

Darkguard Armor: *Weight:* +0 lbs; *Cost:* +625 gs

Darkguard Robes: *Weight:* +0 lbs; *Cost:* +65 gs

THRYM

If skalds are to be believed, Thrym has already defeated Kenaz, his mortal enemy. True or not, the fire god's cult is far from defeated. Rather than breaking its morale and sending the clerics cowering into the shadows, the loss of the god has only made the cult more determined to defeat Thrym and his followers.

Not content to have his followers wait for the enemy to come to them, Thrym taught his cult how to create armor that would enable them to operate in warmer climes and resist the accursed miracles of their hated foe. Imbued with the hellish cold of Thrym and forged in coldfire (armor) or soaked in melted black ice (robes), blessed robes and armor bestow three abilities on the wearer.

First, they gain +2 to Vigor rolls to resist the effects of cold temperatures.

Second, while wearing their blessed protection they treat the temperature as being the same as a Heartland winter if it is higher. This applies even in the baking hot deserts of Al-Shirkuh. The ability is only really beneficial to disciples who must venture out of the Winterlands as it gives them no casting penalties (or bonuses) in warm temperatures.

Third, they gain an additional +1 Armor against mundane and supernatural attacks with a heat or fire trapping.

Coloring: Colors range from glacial blue to pure white, mimicking the common colors found in the Hellfrost.

Cooling Armor: *Weight:* +6 lbs; *Cost:* +500 gs

Cooling Robes: *Weight:* +3 lbs; *Cost:* +55 gs

THUNOR

Thunor, a god most commonly associated with the sky and weather, detests confinement. He is the roaring wind and he cannot be chained or held captive for long. A capricious deity, prone to violent mood swings, Thu-

nor would never grant his clerics permanent protection against lightning, his divine wrath. Instead, he whispered into the ears of his cult's craftsmen how to create armor that could not easily be ensnared.

Blessed robes are made of heavily waxed and oiled leather, while armor is cunningly wrought to give an enemy few handholds while simultaneously being supple enough to allow the wearer to twist and turn with ease. It grants the wearer +1 to Trait rolls to resist grapples and to resist or escape *entangle*. The bonus applies against *bamper movement* only if the trapping involves some sort of entangling or grappling. For example, it would work against a trapping of snagging vines, but not quicksand.

Additionally, when using the rules for underground exploration (see *Hellfrost Rassilon Expansion 2*), the wearer has a +1 bonus to fit through tight squeezes.

Coloring: As followers of the lord of the skies, blessed robes and armor are usually stained blue. Robes vary in tone from the pale blue of a clear winter's day to the black of storm clouds. Armor may be painted in any shade of blue, but the only permanent stains are at the darker end of the scale.

Slippery Armor: *Weight:* +0 lbs; *Cost:* +250 gs

Slippery Robes: *Weight:* +0 lbs; *Cost:* +25 gs

TIW

Many non-worshippers see the cult of Tiw as a band of warmongers who love nothing more than proving their mettle in battle. This is only half the story, for the cult is also committed to defense.

The cult's enhanced blessed armor and robes are focused on defense—even the best warrior needs protection if he is to survive against the terrible creatures that stalk the land. Robes have a stiff leather or heavy cloth attachment (a pauldron) that extends from the shoulder to the wrist, giving the impression of an oversized sleeve. For blessed armor, one vambrace is covered with small protrusions designed to deflect blows from melee weapons. Both modifications count as small shields (+1 Parry), but allow the character to keep both hands free. Whether the modification is on the left or right side depends on which hand the wearer favors.

Coloring: Tiw's cult has never favored one color over another, though it rarely uses white—that color is most associated with Eira, Tiw's ex-wife.

Blocking Armor: *Weight:* +6 lbs; *Cost:* +100 gs

Blocking Robes: *Weight:* +4 lbs; *Cost:* +50 gs

ULLR

Although they are expert marksmen, Ullr's clergy are primarily concerned with hunting prey animals to feed their community and protecting wild beasts from excess privation. In order to get close to their quarry, they must remain unseen and unheard.

Their blessed armor is muffled against unwanted creaks or jangles, slightly lighter than normal (though

with no drop in protection), and colored to blend in with vegetation. This grants the wearer +1 to Stealth rolls when outdoors to avoid being seen or heard. The armor also comes with a built-in quiver that holds 20 arrows.

Coloring: The blessed armor of clerics native to the Hearthlands is patterned with black, brown, and green patches to help break up their form. Those in the Winterlands favor white, gray, and blue markings.

Hunters' Armor: *Weight:* -5 lbs; *Cost:* +350 gs

Hunters' Robes: *Weight:* -1 lbs; *Cost:* +70 gs

THE UNKNOWABLE ONE

Cutting taunts are but one weapon in the Unknowable One's arsenal. While he has little interest in violence, he is quite prepared to engage in physical tricks in order to impart wisdom. Even the mortal storytellers and bards who serve in his name are expected to resort to physical actions in the course of their duties.

Blessed robes have long, wide sleeves, weighted tassels, and other adornments designed to entangle foes and snare weapons. Armor has small hooks and sections of curved plates designed for the same purpose. The wearer gains +1 to perform Agility tricks, grapples, and disarm maneuvers against adjacent opponents.

Coloring: The thought of his clerics dressed identically causes the Unknowable One to involuntarily shudder—if there is one thing he cannot stand it is conformity. His clerics are free to sport whatever colors they wish.

Trickster Armor: *Weight:* +3 lbs; *Cost:* +250 gs

Trickster Robes: *Weight:* +1 lbs; *Cost:* +25 gs

VALI (CORRUPTION)

Only two deities have priesthoods with two separate focuses. The first is Eostre, the second is Vali, patron of all sins. One of his aspects focuses on corruption. Through half truths, innuendo, and outright lies, all given while feigning friendship to their victims, they seek to lead others into a life of sin, tempt them into treachery against their masters, and fuel the fires of vengeance.

Robes and armor are always designed to suit the social class the cleric favors. Those who prefer to subvert the lower classes dress as peasants or poor warriors. Those who target the nobility wear clothes that would not be out of place in royal courts or in the armories of warrior kings. Blessed robes needn't be an actual robe. Instead, they adopt normal clothes that have been stiffened by the cult's craftsmen to provide protection from weapons.

Whatever their focus, their protection is crafted to impress. Even beggars can be impressed by one of their own who has better rags and shoes without holes. No matter their form, the garments are the equivalent of tailored clothing, and thus grant +1 Charisma. However, the bonus only applies among one of three social classes chosen at the time of purchase—lower, middle, or upper.

Coloring: The color of robes depends on the cleric's preferred victims. Bright or rare colors, such as blue, red,

and purple, are the reserve of nobles, while earthy tones and yellow are found among the lower classes.

Tailored Armor: *Weight:* +0 lbs; *Cost:* +100 gs

Tailored Robes: *Weight:* +0 lbs; *Cost:* +100 gs

VALI (DISEASE & VERMIN)

The second aspect of Vali strives to spread disease, either through poisoning food stocks and water supplies or by infecting the rat population of settlements.

Blessed robes are stitched together from the skins of rats, pus-soaked bandages, and the death shrouds and blankets of plague victims. Armor may take the same form, the materials being multi-layered and hardened, or the hardened corpses of withered rats.

The blessed protection grants two benefits. First, rats (giant or mundane) will not attack the wearer, their avoidance a mixture of respect and fear. Second, the protection is a source of disease, though not especially virulent strains. Anyone who wounds a cleric must make a Vigor roll or suffer a level of Fatigue for 24 hours as he breaks out in small, itchy pustules. This can lead to the attacker becoming Exhausted, but never Incapacitated.

Coloring: Brown, gray, and black are the preferred colors of Plaguebearers and Verminlords. They are common enough colors among the lower classes, with whom they mostly frequent, but also associated with the color of rats.

Diseased Armor: *Weight:* +0 lbs; *Cost:* +280 gs

Diseased Robes: *Weight:* +0 lbs; *Cost:* +35 gs

VAR

Var has always prided himself on two things—his profits from his mercantile activities and his smart attire. These twin vices of greed and vanity extend to his mortal clergy, who seek to emulate their god.

Var's cult is unusual in that its blessed armor has two enhancements to choose from. The first is simply tailoring the clothing to be as attractive and as elaborately decorated as possible. This counts as tailored clothing and grants +1 Charisma. The second is to conceal their armor—the presence of armor tends to deter customers. "Robes" are simply reinforced normal clothes, whereas armor is thick leather concealing either a thin layer of chain or thin metal plates.

These enhancements can be combined, but the work must be done at the time of purchase—a cleric cannot buy a suit of concealed armor and later have it transformed with the ornate enhancement.

Coloring: Clerics favor expensive colors—reds, purples, and blues. Clothing is always elaborate, and blessed armor is not different. Robes have silver and gold filigree and fur trim, while armor has ornate engravings or patterning. Such displays are intended to give the impression of wealth (regardless of the truth)

Concealed Armor: *Weight:* +0 lbs; *Cost:* +200 gs

Concealed Robes: *Weight:* +0 lbs; *Cost:* +30 gs

Ornate Armor: *Weight:* +0 lbs; *Cost:* +250 gs

Ornate Robes: *Weight:* +0 lbs; *Cost:* +250 gs

BECOMING A CHAMPION



Champion cults, introduced in *Matters of Faith*, are one way for a person's name to survive through eternity. Unlike a generic hero beloved by mortals, a champion's name is most often known only among one particular faith, and even then usually it is usually confined to a small geographical area.

For players, joining the hallowed ranks of the gods' divine champions is the ultimate status their hero can achieve. Many heroes are blessed in some manner, but champions alone will spend eternity seated at the god's table and bask in the deity's presence.

This section presents guidelines on how a character might join the ranks of the divine champions and become a permanent fixture within one cult. The guidelines are entirely optional—no player has the right to demand champion status for his character, nor can he buy it with experience points or gold. If it is to truly mean something, it is a reward few should ever earn—if more than one character in a lengthy campaign becomes a champion then it is likely the GM has been too generous.

Becoming a champion involves four steps, some easier to achieve than others.

FAITH MATTERS

The aspiring champion must have a patron deity. More importantly, he must have had the same patron deity all his life. Changing deity at any point in the campaign, whether the shift in patron is voluntarily or forced, automatically disqualifies the character.

His status within the cult is actually irrelevant—being a devotee or cleric helps somewhat, since the character has already devoted his life to his patron deity, but it is no guarantee of earning champion status. None of the four characters in the sample champion cults in *Matters of Faith*, for instance, were actually clerics.

Whatever his status, the character need not have led a perfect life or been entirely free from sin, though doing so greatly helps one's chances. Lay worshippers suffer no game mechanic penalties for sinning, but this does not mean the gods turn a blind eye to their transgres-

sions—on death, every soul is weighed against its sins and judged accordingly.

The GM should keep a record of every sin the hero commits in life, irrespective of his relationship with his patron deity. A minor sin earns the hero one point, a major sin five points, and a mortal sin 10 points. A character who accumulates 10 points of sins during his life is disqualified from being a champion. That's right, a single mortal sin is enough to fail—the hero has committed the most heinous breach of his god's teachings. Note that being absolved of sins does not erase these black marks—they still leave a permanent stain on his soul and no sin is ignored by Scaetha.

This is deliberately harsh, but rightly so—the gods do not bestow the status of champion on those who act against their teachings, regardless of whether the transgression was accidental or willful. This is not to say the gods won't recognize the hero's deed and reward him in some fashion once he reaches the Afterlife, but it won't be in a way that affects the mortal world.

THE EPIC QUEST

The character must have *completed* a lengthy, arduous, costly, or truly legendary feat, or shown extreme devotion throughout his life.

Typically this will cost the hero his life (as with Vyner the Smith), be a single-minded quest that consumes much of his adult life at the expense of all other endeavors (as with Agroramovix the Relentless and Coelwynne Ever-Awake), or last a lifetime and cause great discomfort (as with Sigric the Mule).

Champions are known for one thing and one thing only. High generic Glory, which usually means lots of minor quests, is not enough to fulfill the condition. Slaying a liche barehanded while half-blinded, heavily wounded, and with absolutely no support (magical or mundane) is a truly heroic deed worthy of much praise. Skalds may compose a poem honoring the character's impressive feat, but it won't earn him champion status—lots of heroes of old slew liches under equally taxing circum-

stances and their names are largely forgotten. However, devoting years of your life to single-mindedly hunting down and slaying one of the Dark Triumvirate qualifies, though.

Note that “single-mindedly” does not prevent the hero undertaking other adventures. As you’ll see below, such extraneous endeavors do not count toward his quest, a deliberate restriction that automatically limits player characters from becoming champions by the dozen.

What qualifies as a suitable quest is ultimately the GM’s decision, of course, but champion status should be a reward only for *exceptional* roleplaying, total devotion to a cause or cult, and, ultimately, sacrifice—it is not the expected fate of every hero who happens to slay a few dragons or earns 200+ Glory.

GLORY

Let’s face it, spending a lifetime watching over a specific settlement or group of people, forging masterwork weapons to help defeat some vile foe, carrying a heavy load because you’re too cheap to buy a mule, curing the sick, and similar feats are not especially heroic.

While very worthy in their own right, those sorts of quests won’t earn the hero much praise from skalds (at least not in the short term) and they certainly don’t make for an interesting roleplaying experience for the player or his friends. In all likelihood, a player character’s epic endeavor will involve dealing out death, either to one major villain or tracking down and eliminating hundreds of specific minor foes over many years in the style of Agroramovix the Restless.

As a rule of thumb, the would-be champion must have earned a minimum of 80 Glory *purely* from his quest to be considered for champion status. As with all aspects of becoming a champion, the GM should be strict rather than generous.

How, you might ask, can slaying one of the Dark Triumvirate ever earn this much Glory? Well, if you simply waltz into the Withered Lands and hack down one of the liches it won’t. If that happens then either the GM has made the liche far too weak or been too generous with relics. These fiends have survived unscathed for centuries, despite hundreds of Scaetha’s clergy, not to mention other heroes, trying to end their existence. There is a reason they all failed.

Defeating one of them should challenge a Legendary party and guarantee death for those of less experience. Don’t forget that the liche’s death is the culmination of the quest, not the entire quest. Information must be gathered, lesser foes defeated, lost sacred relics or texts unearthed, and special blessings received long before any confrontation occurs. In essence, the hero’s quest should be an entire campaign, not a single adventure.

What about Coelwynne Ever-Awake, Sigric the Mule, and Vyner the Smith? How did they earn sufficient glory? First off, Glory is really a game mechanic designed to reward player character heroism. That said, it can be earned for cumulative lesser deeds, as indicated by the +5 Glory

earned for achieving a new Rank. Ranks, of course, are another player mechanic—the people of Rassilon do not use them when describing heroes or their deeds.

Returning to the aforementioned champions, Coelwynne was not a disciple of Rigr blessed with the ability to need less sleep—she was an ordinary woman who maintained a punishing vigil for 20 years. Sigric was not bestowed with immense strength—he was an ordinary merchant who bore a heavy load day after day after day, even into old age. Vyner worked tirelessly to produce the best weapons he could and stayed at his task even when faced with certain death.

To start with they likely earned no Glory at all. As time passed and they remained true to their cause, so word began to spread, earning each a few points of Glory a *year* for their feats. This is why their endeavors took decades to achieve and why such deeds are not for player characters.

DEATH IS A REQUIREMENT

A hero may be idolized by the masses (through Heroic Aura) or praised by skalds (through Immortalized in Song), but so long as he draws breath he will never be a champion. The final challenge he must face is death.

There is no requirement for the hero to die in battle—both Agroramovix the Relentless and Sigric the Mule lived into old age and died of natural causes. That said, sometimes death is essential. Had Vyner the Smith survived, he might well have been forgotten—it was his refusal to cease forging weapons as the Hellfrost armies bore down that tipped the balance in favor of him becoming a champion.

THE FINAL HURDLE

So your hero has avoided sins, completed an epic quest, and has finally died. With the GM’s approval he is now considered a champion! Regardless of his final Glory, his new character (related or otherwise) starts with the full Experience Points of the character he is replacing.

Whether a champion cult immediately forms, however, is the GM’s decision. If the mortal hero went out of his way to inspire others to live by his ideals, his cult might develop within a few months of his death. More commonly, it takes as much as a generation. This allows time for others to pray for his departed soul and so prove that his efforts did, and will continue to, inspire others. Once the champion cult forms, it’s time to get down to game mechanics. Fortunately, this bit is very easy!

Deity: This is always the same as the hero’s patron.

Spell: The player gets to pick the spell he grants his followers, but it must relate specifically to his epic quest. If the GM is not convinced, he can veto the choice.

Sins: The GM and player should work together to create one minor and one major sin. As with the spell, these should specifically relate to the hero’s renowned deed.

Background: The player should write up a brief history of his hero (100-200 words).