

## Expanded Lore of Handrich

The use of ingredients with prayers to Handrich is simply the intent to engage in an act of charity in exchange for an increase in the casting roll. While this in itself is fine, the rules written and the example given are contradictory, with the rules stating that spending a week without paying the debt causes a gain in a disfavor point while the example stating that spending a week without paying the debt increases the debt by 10%. This suggestion is meant to reconcile the two. For every week where a cultist is unable to pay the debt, it will increase by 10% (increase measured in brass pennies, rounded up). If the inability to pay the debt is due to circumstances where the cultist legitimately cannot pay it (no one to give the sacrifice to for example) then no additional effect occurs. If the cultist chooses not to pay or does not have the money to pay the debt (due to poor habits or whatever other reason), then they will also gain a disfavor point. Paying part of the debt during the week can prevent gaining a disfavor point (see Tome of Salvation) but will not prevent interest.

### *Blessed Venture*

**Casting Number:** 9

**Casting Time:** 10 Minutes

**Duration:** See description

**Range:** See description

**Ingredients:** 1gc (+1)

**Description:** If the Priest of Handrich casts this spell before setting out on a trade journey, his God may smile on the venture. Once during the journey, if a trading hazard has been indicated (see Trade Hazards section in The WFRP Companion) the GM must roll twice on the table and the priest may pick which one to apply. If the Priest ever leaves the trade mission or the mission is finished, the spell ends regardless of whether a Trading Hazard was encountered or not. If the priest fails to make a profit from a Blessed Venture then he gains a disfavor point (see Tome of Salvation).

### *Bought Loyalty*

**Casting Number:** 16

**Casting Time:** Half Action

**Duration:** See description

**Range:** Self

**Ingredients:** 20% of the transaction (+2)

**Description:** You pray to Handrich to bless your transaction, binding all parties to their agreements. To break any deal blessed by bought loyalty, a character must first pass a Will Power Test. If he fails, he must do everything in his power to ensure that he fulfills his part of the bargain. Furthermore, if a character does manage to break the deal, he takes a -10% penalty to all Charm, Evaluate, and Haggle Tests until a week after the next Marktag.

### *Burghur Acquisition*

**Casting Number:** 9

**Casting Time:** 1 minute

**Duration:** 1 hour / magic

**Range:** You

**Ingredients:** 10% of the value of all transactions completed, minimum 5gc (+2)

**Description:** You plead with your God to make sure that there will be a local merchant willing to deal with you. For 1 hour per point of your Magic Characteristic, you may add +20% to all Gossip Tests used to check for Availability (see WFRP page 104).

*Eye for Profit*

**Casting Number:** 12

**Casting Time:** Full Action

**Duration:** 1 minute / magic

**Range:** You

**Ingredients:** 5% of the value of all evaluated items, minimum 3gc (+2)

**Description:** You pray to Handrich asking his aid to judge the worth of a commodity. You gain a bonus of +20% to Evaluate Tests and double any degrees of success scored.

*Gilded Tongue*

**Casting Number:** 11

**Casting Time:** Half Action

**Duration:** 1 minute / magic

**Range:** You

**Ingredients:** 10% of the value of all transactions completed, minimum 10gc (+2)

**Description:** You mutter prayers to the Merchant God and every transaction seems to go your way. You gain a bonus of +10% to Haggle Tests and double any degrees of success scored.

*Handrich's Fortress*

**Casting Number:** 11

**Casting Time:** Full Action

**Duration:** 1 week / Magic

**Range:** Touch

**Ingredients:** 1% of the value of the protected object(s), minimum 10gc (+2)

**Description:** When this spell is cast upon a box, chest, room or similar thing meant to contain objects, then any lock, bolt or similar keeping it from being opened or entered cannot be picked by any means, even via spells. All tests to create an entrance by force in some way suffer a -20% penalty. Priests of Handrich usually use this spell to protect their most precious wealth or particularly rare trade goods. The caster may only have one of this spell active at a time, casting this spell before the previous one expires dispels the previous spell.

*Industriousness*

**Casting Number:** 12

**Casting Time:** 4 hours

**Duration:** 1 month

**Range:** You

**Ingredients:** 2 gc (+2)

**Description:** After a long prayer to the god of industry, every endeavor made towards the benefit of your business seems to go right. You gain a +10% bonus to Trade tests to run a business and double any degrees of success scored.

*Lightening the Load*

**Casting Number:** 7

**Casting Time:** Full Action + 1 Half Action for each 1000 encumbrance affected

**Duration:** 1 day / Magic

**Range:** Touch

**Ingredients:** 1% of the value of the goods affected, minimum 5gc (+1)

**Description:** With this prayer, the Priest of Handrich can reduce the bulk of his trading goods for the purposes of transport. For each point of his Magic characteristic, he may reduce the bulk of each full 1000-encumbrance value of goods by 25%. In this manner, he may pack larger amounts of goods into his transport medium. Alternatively, he may reduce the encumbrance value of a single non-trade good by 10%.

*Rewarded Loyalty*

**Casting Number:** 11

**Casting Time:** Half Action

**Duration:** Until used

**Range:** Self

**Ingredients:** 10% of the transaction (+2)

**Description:** You pray to Handrich to bless a deal you are making. Any party that is part of the deal that goes beyond what is expected of them, or perhaps simply fulfills their obligations if doing so is particularly difficult will gain a Fortune Point that they can use whenever they wish.

*Swift Journey*

**Casting Number:** 20

**Casting Time:** Full Action

**Duration:** 1 hour / Magic

**Range:** 48 yards (24 squares)

**Ingredients:** 3gc (+2)

**Description:** Once cast, Swift Journey adds a bonus of +4 to the Move characteristic of you and your traveling companions within range. This effect applies equally to man and beast. The duration of the spell may be extended when it would end with a successful Willpower test, which extends it another hour. The spell will end prematurely if any person or creature under its effect is engaged in combat.

*Time is Money*

**Casting Number:** 19

**Casting Time:** Half Action

**Duration:** See Description

**Range:** You

**Ingredients:** 10% of debt (+2)

**Description:** You beg Handrich not to curse you for not paying your debt to him, reasoning that the longer you take to pay, the greater the sacrifice he will earn. If you successfully cast this spell, you are given an extra week to pay your debts to the Merchant God (i.e. to the next Markttag). If you fail, your debts are doubled, and you are immediately cursed.

*Word of Mouth*

**Casting Number:** 10

**Casting Time:** 2 Full Actions

**Duration:** 10 minutes / Magic

**Range:** 24 yards (12 squares)

**Ingredients:** 5gc (+1)

**Description:** Your prayers cause your competitors and allies to speak well of you. All characters within range talk well of their past dealings with you, no matter how bad they may have been. For the duration of the spell, you receive +10% on all Fellowship Tests with any who have heard these positive reports.

Lore of Handrich Spell Lists		
Handrich the Negotiator	Handrich the Guarded	Handrich the Traveler
Bought Loyalty	Blessed Venture	Blessed Venture
Burgher Acquisition	Bought Loyalty	Burgher Acquisition
Eye for Profit	Eye for Profit	Gilded Tongue
Gilded Tongue	Industriousness	Lightening the Load
Time is Money	Handrich's Fortress	Swift Journey
Word of Mouth	Rewarded Loyalty	Time is Money

Like every god, a cultist of Handrich can get marked by the channeling of Divine Magic, bringing them closer to their god, for good or for ill.

Marks of Handrich	
Roll	Result
1-10	<b>Greedy:</b> Gold and wealth draws and holds your attention like a magnet to metal. Permanently reduce your Willpower characteristic by -5%.
11-20	<b>Paranoia:</b> Anyone could be after your assets. You take a -10% penalty to all Fellowship Tests except for Gossip and Haggle the first time you meet an individual.
21-30	<b>Skinflint:</b> You are loath to make an unfavorable deal no matter how much you need the good or money right this moment. You must always haggle to try to push a business transaction in your favor. When having to make a business deal that favors the party that isn't you (making a purchase that is above average value or selling something below average value, for example), you must pass a Challenging (-10%) Willpower Test.
31-40	<b>The Bore:</b> Your preoccupation with monetary subjects tends to bore others around you. When interacting with individuals on a subject that is not related to money, you take a -10% penalty to Fellowship Tests.
41-50	<b>Handrich's Mien:</b> Your nose grows larger and gains a minor ability to sniff out the true value of an item. Gain a +10% bonus to Evaluate tests.
51-60	<b>Merchant's Trust:</b> Your manner endears yourself to merchants and others who make their living through business. You gain a +10% bonus to all Fellowship Tests made when interacting with merchants, burghers, or traders.

61-70	<b>Calculator:</b> You gain a mind for numbers, especially with how it relates to money. Gain the Super Numerate Talent.
71-80	<b>Polyglot:</b> Handrich helps you cross the language barrier in the pursuit of profit. You gain a +10% bonus to all Speak Language that you have selected as skills. As well, you may attempt Speak Language Tests outside of your field of study, albeit at a –20% penalty.
81-90	<b>Renaissance Man:</b> Handrich grants you a portion of his industriousness. You gain a +10% bonus to all Trade Tests that you have selected as skills. As well, you may attempt Trade Tests outside of your field of expertise, albeit at a –20% penalty.
91-100	<b>Marked by Handrich:</b> A Coin or Crossed Fingers mark appears somewhere on your body (GM's choice). You gain +10% bonus to Channeling Tests when using the Lore of Handrich, and +10% bonus to Fellowship Tests when dealing with other Handrites if they can see the mark.

## Expanded Lore of Tor

### *Call of Tor*

**Casting Number:** 16

**Casting Time:** Full Action

**Duration:** 1 round

**Range:** 1 mile

**Ingredients:** A torinyi holy symbol (+2)

**Description:** You bellow prayers skywards, and Tor responds with a great peal of thunder. Next round, you and all allies in range attack twice on a charge action. However, Tor does not allow this prayer to be used lightly: you automatically suffer from the Wrath of God if your Casting Roll fails.

### *Chaos Lightning*

**Casting Number:** 11

**Casting Time:** Half Action

**Duration:** Instant

**Range:** 48 yards (24 squares)

**Ingredients:** A slender copper rod (+2)

**Description:** You send a powerful, sizzling bolt of lightning at a single foe. This is a *magic missile* with Damage 5 that ignores armor that doesn't come from the Scales talent. For every 1 that comes up on your Casting Roll, you take a Damage 1 hit that ignores armor that doesn't come from the Scales talent as you lose control of the electrical energy you try to harness.

### *Cleave the Sky*

**Casting Number:** 15

**Casting Time:** Half Action

**Duration:** 1 day / magic

**Range:** 1 league (3 miles)

**Ingredients:** A vial of blessed rainwater (+2)

**Description:** You invoke Tor to cleave the sky with his mighty war axe. Clouds roil high above, and after 1d10 rounds, a heavy downpour of rain, sleet, snow, or hail (as appropriate) begins. Each round, all affected targets must pass a Strength Test, or their movement is halved. Cleave the sky may only be attempted if the sky is already overcast.

*Crackling Doom*

**Casting Number:** 7

**Casting Time:** Half Action

**Duration:** Instant

**Range:** 12 yards (6 squares)

**Ingredients:** A coil of copper wire (+1)

**Description:** You send a single crackling arc of electrical energy at any opponent. *Crackling doom* is a *magic missile* with Damage 2 that ignores armor that doesn't come from the Scales talent. In addition, anyone damaged by this spell must succeed on a Routine (+10%) Toughness Test or become stunned for 1 round.

*Do Tor!*

**Casting Number:** 11

**Casting Time:** Full Action

**Duration:** Instant

**Range:** 12 yards (6 squares)

**Ingredients:** A silver lightning bolt (+2)

**Description:** You entreat Tor to unleash his fury, and a bolt of lightning streaks towards your target. *Do Tor!* is a *magic missile* that deals a Damage 3 hit that ignores armor that does not come from the Scales talent. If the target is killed, the lightning arcs to another enemy (if any remain) within 4 yards of the target and continues to do so until a target survives.

*Incoming Storm*

**Casting Number:** 9

**Casting Time:** Full Action

**Duration:** 5 minutes / magic

**Range:** 12 yards (6 squares)

**Ingredients:** A Toryinyi prayer parchment (+2)

**Description:** Your prayers increase the tension in the air, preparing those around you for an incoming conflict. Whenever any character within range of the spell when it was cast is surprised, he may immediately attempt a Routine (+10) Will Power Test to overcome surprise and act normally.

*Lightning Storm*

**Casting Number:** 18

**Casting Time:** Full Action

**Duration:** Instant

**Range:** 48 yards (24 squares)

**Ingredients:** The likeness of Tor carved from copper (+2)

**Description:** You summon a storm of lightning anywhere within range. This storm is fueled by the power of Tor, and may appear in any locale, even underground. Use the large template to represent the lightning storm. All those affected take a Damage 5 hit that ignores armor that does not come from the Scales talent. For every 1 that comes up on your Casting Roll, you take a Damage 3 hit that ignores armor that does not come from the Scales talent as the power of the storm careens out of your control.

*Stormrage*

**Casting Number:** 6

**Casting Time:** Full Action

**Duration:** 1 hour

**Range:** Self

**Ingredients:** A small faraday cage/shield (+1)

**Description:** You gain the curious trait of being invigorated by electricity that all Dragon Ogres possess. You become immune to all damage involving electricity (excluding damage caused by the Wrath of God) and everytime you are hit with an attack involving electricity, you have the choice of entering a frenzy.

*Thunderclap*

**Casting Number:** 12

**Casting Time:** Full Action

**Duration:** Instant

**Range:** 48 yards (24 squares)

**Ingredients:** A small gong (+2)

**Description:** You cause a cacophonous clap of thunder to peel out anywhere within range. Use the large template. Those affected must make a successful Toughness Test or be stunned until your next turn. The thunderclap is so loud that it can be heard up to a mile away.

*Thunder of War*

**Casting Number:** 12

**Casting Time:** Full Action

**Duration:** Instant

**Range:** 12 yards (6 squares)

**Ingredients:** A silver-plated cymbal (+2)

**Description:** Your prayers amplify the sounds of all nearby conflicts. All enemies within range must succeed on a Fear Test.

*Tor's Fury*

**Casting Number:** 6

**Casting Time:** Half Action

**Duration:** 1 minute / magic

**Range:** You

**Ingredients:** A whetstone (+2)

**Description:** You entreat Tor to bless your war efforts. When using an axe, every time you roll a 10 for damage, it automatically results in Ulric's Fury without you having to roll to hit again.

*Tor's Protection*

**Casting Number:** 5

**Casting Time:** Half Action

**Duration:** 1 minute / Magic

**Range:** 24 yards (12 squares)

**Ingredients:** A drop of oil meant to protect blades (+1)

**Description:** You request that Tor grants his protection to warriors nearby. All warriors within range cannot be disarmed (they can still willingly let go of their weapons) or have their weapons destroyed (such as by a Swordbreaker). This prayer does not affect weapons that

have a chance of destroying themselves such as due to possessing the Unreliable or Experimental trait.

Lore of Tor Spell Lists		
Tor the Stormbringer	Tor the Warmaster	Tor the Electrifying
Call of Tor	Cleave the Sky	Call of Tor
Cleave the Sky	Incoming Storm	Chaos Lighting
Do Tor!	Thunderclap	Crackling Doom
Incoming Storm	Thunder of War	Do Tor!
Thunder of War	Tor's Fury	Lightning Storm
Tor's Fury	Tor's Protection	Stormrage

Like every god, a cultist of Tor can get marked by the channeling of Divine Magic, bringing them closer to their god, for good or for ill.

Marks of Tor	
Roll	Result
1-10	<b>Short-Tempered:</b> You become quick to anger. Permanently reduce your Fellowship characteristic by -5%.
11-20	<b>Axe Bearer:</b> When wielding an axe Hand Weapon or Great Weapon, you deal +1 damage. However, you take a -10% penalty to all Ballistic Skill Tests.
21-30	<b>Battle Cry:</b> You feel obliged to shout a battle cry before any battle, an act that takes a Full Action. Until you complete this rite in a combat, you take a -5% penalty to Weapon Skill Tests.
31-40	<b>Altitudinal:</b> You are bound to how far away from the earth you are. When in a high place (such as mountains or tall towers), increase your Wounds characteristic by 2 and Weapon Skill characteristic by 5%. When underground, decrease your Wounds characteristic by 2 and Weapon Skill characteristic by 5% (being inside a high place such as inside a cave on a mountain counts as being underground). At all other times, your characteristics are unaffected.
41-50	<b>Tor's Mien:</b> You become more imposing, increasing your height by 1d10/2 inches and adding 2d10 pounds to your weight. In addition, permanently increase your Weapon Skill characteristic by 5%.



51-60	<b>Warriors Comradery:</b> People who fight throughout their lives can easily form bonds of brotherhood with you. You gain a +10% bonus to all Fellowship Tests made when interacting with warriors.
61-70	<b>War Hero:</b> Your presence fills others with bravery and courage. When you fight alongside allies, you make any Fear or Terror tests first. If you succeed, your allies do not need to check. If you fail, your allies must make their own tests, as normal.
71-80	<b>Greased Lightning:</b> You move with the speed of a thunderbolt. Gain a +10% bonus to all Dodge Blow and Parry tests.
81-90	<b>Tor's Servant:</b> Touched by Tor, you no longer suffer the harmful effects of non-magical electricity—except when it is triggered by a Wrath of God. In addition, tests of all kinds are not made more difficult from being in a storm.
91-100	<b>Marked by Tor:</b> An Axe or Thunderbolt mark appears somewhere on your body (GM's choice). You gain +10% bonus to Channeling Tests when using the Lore of Tor, and +10% bonus to Fellowship Tests when dealing with other Torites if they can see the mark.

## Expanded Lore of Dazh

### *Cleansing Flame*

**Casting Number:** 10

**Casting Time:** Half Action

**Duration:** 1 minute (6 rounds)

**Range:** Self

**Ingredients:** A live flame, e.g. a torch (+1)

**Description:** The priest can make one weapon they are touching become a magical flaming weapon. The flaming weapon counts as being magical and increases the base damage of its hits by 1 from the fire (a sword which deals SB damage deals SB+1 damage instead). The Cleansing Flame is especially ruinous to Daemons, Chaotic Beings and the Undead giving the wielder +10% WS and the Impact trait against these abominations. If the weapon already has the Impact trait, it rolls 3 dice for damage and picks the highest.

### *Dazh Szheg!*

**Casting Number:** 14

**Casting Time:** Full Action

**Duration:** Instant

**Range:** 18 yards (9 squares)

**Ingredients:** A gold magnifying glass (+2)

**Description:** You call upon Dazh to burn his enemies, and a beam of holy light engulfs your opponents. Use the small template. All creatures in the area must succeed on a Challenging (–10) Agility Test or take 1d10+4 damage that ignores armour. A target that loses 1 or more Wounds also catches fire.

### *Dance of the Alari*

**Casting Number:** 8

**Casting Time:** 2 Full Actions

**Duration:** 1 hour/Magic

**Range:** 1 league (3 miles)

**Ingredients:** A gilded lodestone (+1)

**Description:** You ask Dazh to illuminate the night, and he answers with his warrior-consorts— the Alari. The northern sky lights up with eerie fires as the Alari dance. This illumination is enough light to see by.

*Immunity to Fire*

**Casting Number:** 18

**Casting Time:** Full Action

**Duration:** 1 hour/Magic

**Range:** Self

**Ingredients:** A shard of obsidian (+2)

**Description:** This prayer protects either the Priest from being damaged by fire. While under the effect of this prayer, any purely fire attack attacks such as Fire Balls, Dragon's Breath or similar have no effect.

*Magic Light*

**Casting Number:** 5

**Casting Time:** Full Action

**Duration:** 1 hour or when dispelled by caster

**Range:** 4 yards (2 squares)

**Ingredients:** A magnesium strip (+1)

**Description:** This spell causes a glowing light to appear within range of the caster. The glowing light provides light equivalent to a lantern and follows the caster.

*Rouse the Coals*

**Casting Number:** 7

**Casting Time:** Full Action

**Duration:** Instant

**Range:** 2 yards (1 square)

**Ingredients:** A lump of coal (+1)

**Description:** You utter a prayer celebrating Dazh awakening from his bed of coals in the east. Your target, if flammable (as determined by the GM), immediately bursts into flames.

*Sacred Guest*

**Casting Number:** 5

**Casting Time:** Full Action

**Duration:** Special

**Range:** Special

**Ingredients:** A Dazhini Prayer Parchment (+1)

**Description:** You invoke Dazh to bless your time as a guest in another's home. If your host abuses his position or is a poor host, Dazh curses him. The curse, which is decided by the GM, could include: fires failing to light, fires giving no heat, or fuel burning at quadruple rate. The curse lasts until the host apologises to you or prays for forgiveness at a Temple of Dazh.

*Solar Spear*

**Casting Number:** 17

**Casting Time:** Full Action

**Duration:** Instant

**Range:** 24 yards (12 squares)

**Ingredients:** A copper rod (+2)

**Description:** The caster invokes the wrath of Dazh who answers with a spear of pure flame from the heavens. This spear inflicts a Damage 6 hit that ignores armor, however, to invoke this prayer, the target must be in an area of clear sky where the sun is clearly visible.

*The Captivating Flame*

**Casting Number:** 13

**Casting Time:** Full Action

**Duration:** 1 round / Magic characteristic

**Range:** 24 yards (12 squares)

**Ingredients:** A ball of sulphur (+2)

**Description:** The priest can cast this spell at any fire source within range that he can see. Once the spell has been cast, targets looking into the flames must make a Willpower test or stare intently at the fire, the dancing flames captivating all their attention. Victims are considered stunned and defenceless for that time but will defend themselves if attacked (and are not again captivated by the flames). The spell can affect several targets up to the priests Magic characteristic, but the size of the fire is also a limit. A torch or lantern can only captivate one target, whilst a brazier or small fire can affect up to two.

*Wreath of Flame*

**Casting Number:** 13

**Casting Time:** Half Action

**Duration:** 1 round/Magic

**Range:** You

**Ingredients:** A flame carved of gold (+2)

**Description:** Your chants wreath your body in holy flame. Anyone attempting to strike you with a handheld weapon must succeed on a Will Power Test or take a –30 penalty to his Weapon Skill Test as the heat drives him back from the attack. Even a successful test imposes a –10 penalty. Whilst wreath of flame is in effect, you are immune to all damage from fire-based attacks.

*Zone of Warmth*

**Casting Number:** 6

**Casting Time:** Full Action

**Duration:** 1 hour / Magic characteristic or when the caster leaves the zone or when the caster casts another spell

**Range:** Self

**Ingredients:** A piece of animal fur (+1)

**Description:** Use the Large Template. The Zone of Warmth is centered on the caster. Within the zone, the temperature is raised by 10 degrees centigrade. The zone persists even if the caster falls asleep, so the spell may be used to provide temporary comfort in inhospitable climes.

Lore of Dazh Spell Lists		
Dazh the Illuminating	Dazh the Hospitable	Dazh the Protector
Brilliance	Immunity to Fire	Brilliance

Dazh Szheg!	Magic Light	Cleansing Flame
Dance of the Alari	Rouse the Coals	Dazh Szheg!
Rouse the Coals	The Captivating Flame	Immunity to Fire
Sacred Guest	Solar Spear	Solar Spear
Wreath of Flame	Zone of Warmth	Wreath of Flame

Like every god, a cultist of Dazh can get marked by the channeling of Divine Magic, bringing them closer to their god, for good or for ill.

Marks of Dazh	
Roll	Result
1-10	<b>Dancing Lights:</b> You feel like constantly moving with various minor tics. Unfortunately, this makes precise coordination difficult. Permanently reduce your Agility characteristic by -5%.
11-20	<b>Aquaphobe:</b> Water is ever the enemy of fire. You take a -10% penalty to all Swim Tests and suffer a -10% penalty to Will Power tests when within water that reaches to your knees or higher.
21-30	<b>Hospitable:</b> Being a gracious host becomes second nature to you, even to enemies. You must pass a Challenging (-10%) Willpower test in order to break sacred hospitality in some way (steal from, murder, intimidate etc. a guest).
31-40	<b>Sundial:</b> You are bound to the passage of the Sun. During the night, you reduce your Wounds Characteristics by 2 and your Fellowship Characteristics by 5%. During the dusk, you reduce your Wounds Characteristics by 1. During the dawn, you increase your Wounds Characteristics by 1. During the day, you increase your Wounds Characteristics by 2 and your Fellowship Characteristics by 5%. When deep underground where the sun is always unavailable, your characteristics are unchanged.
41-50	<b>Dazh's Mien:</b> Your smile becomes warm and you give off an aura of hospitality. Permanently increase your Fellowship characteristic by 5%.
51-60	<b>Fire Friend:</b> Firebirds like you. Gain a +20% bonus to Charm Animal tests when interacting with Firebirds.
61-70	<b>Firebird Plumage:</b> Small, easily plucked brightly-colored feathers start growing out of your chest. You take no damage from non-magical fire.

71-80	<b>Bright Eyes:</b> Your eyes glow with a holy yellow light. Gain the Night Vision talent. If you already have the Night Vision talent, the range of your vision doubles.
81-90	<b>Flametongue:</b> Dazh teaches you how to speak the language of flames. Gain a +10% bonus to all Skill tests involving flames in some manner.
91-100	<b>Marked by Dazh:</b> A Sun or Flame mark appears somewhere on your body (GM's choice). You gain +10% bonus to Channeling Tests when using the Lore of Dazh, and +10% bonus to Fellowship Tests when dealing with other Dazhites if they can see the mark.