

DARK AWAKENINGS

DIVINE FAITH

There are four Gods in the changeling pantheon and those that are true of faith have the ability to channel their power to perform great feats of magic.

The Gods

Beltane is the Goddess of Spring and the First Elfkin. She is the goddess of life, rebirth and beauty. Those that follow Beltane specialise in the arts of healing. Her colour is green.

Lughnasah is the God of Summer and the First Ogre. He is the god of the Sun, strength and honour. Those that follow Lughnassah specialise in the arts of combat. His colour is yellow.

Samhain is the God of Autumn and the First Marked. He is the god of spirits, hunting and the harvest. Those that follow Samhain are masters of the ritual and specialise in opening and controlling Thresholds. His colour is red.

Imbolc is the Goddess of Winter and the First Darkling. She is the god of death, knowledge and the moon. Those that follow Imbolc specialise in warding creatures of the Shadow and Elemental Realms. Her colour is purple.

Worship of the Gods

Worship of the Gods takes many forms, but it is known beyond all shadow of doubt that the Gods exist and all changeling follow them. Throughout the known lands, shrines and churches have been erected in honour of the Gods, and priests and knights of the Gods are generally well respected.

Sermons, prayers and great ceremonies to the Gods provide a powerful link between the changeling race and the Gods, reminding all that they are all powerful and exist to protect their changeling flock.

The Holy Symbol of the Gods is worn by all that have shown true faith to the gods and takes the form of a four-pointed star. Each point is a different colour representing one of the four Gods. The uppermost point indicates the particular God the individual changeling has a particular connection to.

Use of Religious Rites

Holy water is used in a ceremony whenever a faithful character invokes Rites. As a game mechanic, any faithful character who uses Rites, must carry small vials of Holy Water, which they empty whenever they use a Rite (1 Vial of Holy Water = 1 Rite). This allows the faithful to keep track of how many Rites they have used, as well as aiding the role play of performing a ceremony.

FAITHFUL PROGRESSION

Initiate

You are an initiate into the holy pantheon of the Gods. At this point you follow all the Gods equally and gain some abilities by channelling the power of the Gods through you. You have access to all of the 1st level abilities detailed below that are free to use at any time. Occasionally, the Gods may speak to you, or completely ignore you.

Voice

You are a Voice of the Gods and now must choose which path you wish to follow. There are 5 Paths in total, each associating with different Gods; Generalist (all the Gods), Hospitallier (Beltane), Templar (Lugnassah), Ritualist (Samhain), and Warder (Imbolc).

Once per day, a Voice may use their specialist ability for free, except for Generalists. These are marked with an asterisk in the table below. Voice's have access to the 2nd level abilities detailed in the table below and have 5 Rites to use per day.

Herald

A Herald is one who has progressed greatly along their chosen path and their connection to the Gods is very strong. This grants them access to the 3rd level abilities detailed in the table below and a further 5 Rites (totalling 10). As when they were a Voice, they may use *one* of their specialist abilities once per day for free; they cannot use both for free in one day.

RITES AND ABILITIES

Ability		Rite Cost				
		Generalist	Hospitallier	Templar	Ritualist	Warder
Level 1	Warding	0	0	0	0	0
	Divine Favour	0	0	0	0	0
	Use Threshold	0	0	0	0	0
	Ceremony	0+	0+	0+	0+	0+
	Stabilise	0	0	0	0	0
	Divine Health	0	0	0	0	0
Level 2	Advanced Ward	1	1	2	1	1*
	Divine Blade	1	1	1*	1	2
	Open Threshold	1	2	1	1*	1
	Divine Healing	1	1*	1	2	1
Level 3	Ward Area	2	2	4	2	2*
	Divine Blessing	2	2	2*	2	4
	Connect Threshold	2	4	2	2*	2
	Divine Regeneration	2	2*	2	4	2

Warding - Whilst holding their Holy Symbol in both hands, the faithful may ward creatures of the elemental or shadow planes, preventing the creature from approaching them. Whilst Warding, the faithful may not advance towards the

creature, nor use any weapon and must chant: "By the Power of the Gods, I ward you!" for the duration of the warding.

Divine Favour - The faithful can use any item that has been blessed with the power of the Gods.

Use Threshold - The faithful can facilitate travel through an open and existing Threshold.

Ceremony - Can perform a religious ceremony which *may* attract the attention of the Gods. This can be used to gain guidance or help from the Gods. Ceremonies can also use Rites should the Faithful wish, which *may* improve the outcome of the ceremony.

Stabilise - Whilst holding their holy symbol in both hands, the faithful may pray over a wounded changeling and use their faith to stop the changeling bleeding out (thus pausing the death count). The faithful must chant "By the Power of the Gods, I hold this wound!" for the duration of the prayer. If the faithful stops chanting for any reason, the death count continues.

Divine Health - When a faithful character is wounded and bleeding out, if another of the faithful pray over them, the wounds begin to heal and after 30 seconds of prayer, your wounds permanently stabilise and you stop bleeding.

Advanced Ward - Using a Rite, the faithful can advance whilst warding a creature of the shadow or elemental planes, driving them back instead of just holding them back. To do this, they must hold their holy symbol with both hands and chant "By the Power of the Gods, I drive you back". This effect lasts for an encounter.

Divine Blade - Using a Rite, the faithful may imbue their own weapon with the power of the Gods. Their weapon strikes for "Blessed" for the duration of the encounter and cannot be broken, dropped or disarmed.

Open Threshold - Using a Rite, the faithful can open a pre-existing Threshold to a location that is known to them.

Divine Healing - When a faithful character is wounded and bleeding out, if another of the faithful pray over them, the wounds begin to heal and after 30 seconds of prayer, your wounds permanently stabilise and you stop bleeding. With the use of a Rite, after 30 seconds more, any torso or head hits are healed to one hit.

Ward Area - With the use of Rites, the faithful may drive creatures away as an area of effect. To do so, they must hold their holy symbol in two hands above their head and chant "By the power of the Gods, I ward this area". This effect lasts the encounter.

Divine Blessing - With the use of Rites, the faithful can not only bless their weapon, but also themselves. Their weapon strikes for "Blessed" as per "Divine Blade". In addition, the first time the faithful is rendered unconscious and begins to bleed out, they are instantly healed up to full hits (including armour) in all locations. This effect lasts for an encounter.

Create Threshold - With the use of Rites, the faithful can create a connection between any two Thresholds that are known to them.

Divine Regeneration- When a faithful character is wounded and bleeding out, if another of the faithful prey over them, the wounds begin to heal and after 30 seconds of prayer, your wounds permanently stabilise and you stop bleeding. With the use of Rites, every location is healed (including armour) by 1 hit per 30 seconds of prayer.

Other Abilities

There are other abilities and skills available to those that follow the Gods, but are available dependant on the actions of the Faithful. Some will be provided to you at specific times, others will need to be discovered during play.