

# Vault of Celestials

*Within this vault lie the names of the  
divine,  
Their gifts, their truths, their silent  
watch.*



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Based on Concepts of Tabletop Role-playing Games:  
Tunnel Trolls, Dungeons and Dragons, Monopoly, Dungeon Master, and  
Call of Cthulhu

This picture is drawn by a military friend who has since passed away.  
This picture has been registered and named as BIP.

He is the REF! of the Referee system. He is always ready for a challenge  
and keeps himself in combat-ready shape for any and every game.

He appears in many forms throughout these books to convey pertinent  
information and as the conclusion of sections.

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# **Preface:**

## ***From Construct to Covenant***

In the beginning, I sought a framework—simple, sacred, and true. A way to inscribe Christian meaning into the bones of play. But the Spirit does not dwell in simplicity alone. It expands, it echoes, it calls forth worlds.

What began as a construct it became a covenant. The Referee system, once a vessel for rules, became a liturgy of resonance. The Celestials rose, the Titans awoke, and the Domains became altars of emotional truth. Each sigil carved, each rite spoken, each descent undertaken—these are not mechanics. They are prayers.

This Vault is not mine alone. It is a sanctum for all who seek meaning through myth, memory through ritual, and transformation through play. It is a place where grief is honored, resolve is tested, and awe is welcomed as a guest.

To those who enter: you do not merely play. You inscribe. You remember. You become.

Let the Titans stand. Let the Domains breathe. Let the Celestials rule, let the Referee guide not with control, but with reverence.

And let Whiteheart's hand be felt in every threshold crossed in gamedom.

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# Celestials & Deviants

In the Referee gaming system, defaults are based on one GOD and many Celestials, Guardians, Guides, Demons, Deviants, and Fallen. Each has a function and a sphere of influence. Whiteheart, Sovereign of All, holds creation in his breath; none stand beyond his reach. All celestials, fallen or in right standing to Whiteheart, can bestow abilities and spells to a Mortal creature.

Whiteheart created the first order of Celestials to maintain the boundaries of their responsibilities of creation. They are Gabriel, Michael, Thrya, and Dakon. Within this first order were the Lieutenants of the first order Celestials. They are Azeus, Uralus, Azerail, Azrial, Alona, Barock, La Rauler, and Ragalon.

Whiteheart created the second order of Celestials, who are to guide followers of various beliefs into the one way. They are Enaris, Ishan, Mystial, Ollas, Senaris, Solamite, Ranos, and Urala. Then Whiteheart created the Second Order Servants. They are Dagoon, Deronus, Gilder, Heladose, Hermes, Naroo, Urfold, and the Watcher.

Whiteheart created the Gate Guardians that define and defend the barriers between the planes of existence. They are Whitestar and Silverhand. They have three lieutenants who aid in their duties. They are Odin, Deronus, and Tyr. After the Prime Celestials were created, he created the Duty Servants, which aid wherever they are assigned, and their duties can change, unlike those of the Prime Celestials. The list is long, as there are many tasks and duties that can be assigned and managed. Adfaris, Agamish, Dinister, Carone`Nasis, Crystal Ward, Faei Nar, Fate Statue, Juno, Laser, Mars, Maracross, Milcis, Miras, Misen, MwerDoth, Obgreon, Redicus, Sencarus, Singless, Star of The Morning, Statue of Uralus, Stensor, Sword Song, Tomar, and Tomea, maiden of Despair.

Whiteheart then created the Titans. These he made with the domains, and they are tied directly to them; if they falter, the Domain dissolves. They must maintain the domain in its original condition, or it will falter. They do not have jurisdiction over the creatures that may inhabit the area, but they can cast out any that come there if they so choose.

What is a Mortal, you say? Simply any creature that can be killed. Celestials endure beyond death, woven from spirit and divine intent. Deviants can be killed once judged. Celestials are normally spirit beings of exceptional power. They can all assume a humanoid form as needed for tasks assigned to them.

What is a celestial, you may ask? Celestials are beings totally spiritual in structure and nature, and thus far less bound to the "Material World". There are aspects about them that are vastly different from what mortals can understand. They think in ways that are divergent and conceptually relatable to mortals. They have a form that they choose to use for a task or duty, as required. Otherwise, they have no form to speak of. Form is a mortal metaphor; Celestials wear it only when duty demands. Some celestials are angelic in nature, while others are not. All angels are celestials. Angels have no true form, while non-angelic celestials have a base form but are not bound to that form and may change it as needed.

All celestials can communicate in dream states and trances. All have celestial sight. All are immune to curses. Weapon damage from items without an ego or sentience is negated. They can speak any known language as needed. They have telepathy. They can gate to any domain or realm at will. Their movement rate in a material humanoid form is 40 walking, 68 Jogging, 125 running, and 200 dash. Their flight is unbound—swift as thought, spanning realms and dimensions.

All Celestials in good standing may augment reality to aid in their duties. Some, as noted, can modify physical properties and matter as they need to perform their duties. Angelic celestials have the innate ability to know good or evil. Teleportation to any place. When assigned, hand out divine judgments. Miraculous Healing. Control environmental variables, such as wind, heat, cold, etc. Defending against and warring with evil in the heavenly and material world.

Beings of higher power and concept have a different system that remains unchanged; it is a Divine Gradient that spans from 0 through 9. Whiteheart is 0. Overseers are a 1, Guardians and watchers are a 2, Servants & Guides are a 3, Wards are a 4, Fallen Celestials are a 5 to 8, Warriors and children to celestials (Deviants) are 6 to 9, never greater than their father, Inanimate constructs are an 8, Mortals raised to immortality are a 5 or a 9. Titans are immortal as long as their domain exists. If they fail to maintain their domain, then they become their domain and nonexistent or turned to the substance of their domain.

Besides the creatures listed in this tome there are many more of lesser provocation and duty. In concept each Celestial listed in this book controls a legion of celestials each unless other wise noted. The excepts to this are Gredious La Rauler who only has his 4 sons and the Dammed creatures, Enaris, Deronus, Hermes who ahs 20 celestial fallowers, and Urold who is so evil non dare risk their existence, all the construct have none, Odin who is alone in his torment, and Stensor the mad.

The High demon Naldico and Celestial Demon Olrusa control the deviants and demons bound to the realms of the damned in the Crimson pit.

Order	Function	Members
<b>First Order Celestials</b>	Maintain boundaries of creation	Gabriel, Michael, Thrya, Dakon
<b>Lieutenants of First Order</b>	Carry out duties under First Order	Azeus, Uralus, Azerail, Azrial, Alona, Barock, La Raulel, Ragalon
<b>Second Order Celestials</b>	Guide followers of various beliefs	Enaris, Ishan, Mystial, Ollras, Senaris, Solamite, Ranos, Urala
<b>Celestial Servants</b>	Perform divine tasks and support	Dagoon, Deronus, Gilder, Heladose, Hermes, Naroo, Urfold, Watcher
<b>Gate Guardians</b>	Defend planar boundaries	Whitestar, Silverhand; Lieutenants: Odin, Oranthy, Tyr
<b>Duty Servants</b>	Flexible assignments; support roles	Adfaris, Agamish, Dinister, Carone`Nasis, Crystal Ward, Faei Nar, Fate Statue, Juno, Laser, Mars, Maracross, Milcis, Miras, Misen, MwerDoth, Obgreon, Redicus, Sencarus, Singless, Star of The Morning, Statue of Uralus, Stensor, Sword song, Tomar, and (R)Tomea
<b>Titans</b>	Maintain domains; tied to domain integrity	Immortal unless domain fails

The understanding of alignment for celestial creatures is different from that of a mortal creature. These creatures are defined by their alignment, specifically Lawful versus Evil. Lawful alignment with divine authority, cosmic order, and Whiteheart's will. While evil defines rebellion, corruption, self-will, and defiance of sacred structure. This axis reflects obedience vs. defiance—not just behavior, but ontological allegiance. A celestial may be lawful even if they are terrifying, and a deviant may be evil even if they seem kind. On the other hand, there is a distinction between neutral and good. Neutral being unaligned, passive, or ambiguous in moral clarity, while good is active benevolence, sacrificial love, and alignment with divine compassion. This axis reflects moral intent—how a being treats others, not just how they relate to divine law. This structure reflects that celestials are archetypal creatures. These alignments have a structure that accommodates drifts and changes based on specific events.

Performing sacred rites aligned with Whiteheart (e.g., *Rite of Mercy*, *Rite of Binding*) shifts toward **Lawful** or **Good**.

Desecrating sacred spaces or invoking forbidden names shifts toward **Evil**.

Emotional stats (e.g., *Remorse*, *Devotion*, *Wrath*) reaching critical levels trigger shifts.

- ❖ High *Remorse* → shift from Evil to Neutral.
- ❖ High *Devotion* → shift from Neutral to Good.
- ❖ High *Wrath* → shift from Neutral to Evil.

## **Alignment Trial Table**

Trigger	Trial Name	Possible Shift	Ritual Required
<b>Betrayal of a sacred vow</b>	Trial of the Oath Breaker	Lawful → Evil	Rite of Reckoning
<b>Mercy to a sworn enemy</b>	Trial of the Compassionate	Neutral → Good	Rite of Mercy
<b>Desecration of a holy relic</b>	Trial of the Profane	Good → Evil	Rite of Silence
<b>Submission to divine judgment</b>	Trial of the Bound	Evil → Lawful	Rite of Binding

Many cultures have established rituals and practices to honor celestial beings, reflecting a desire for connection and favor. Temples, shrines, and festivals are common expressions of devotion.

## **Trial of the Oath Breaker**

**Concept for the Trial:** “When the vow is shattered, the soul is weighed.”

### **Trigger Condition**

A character breaks a sacred vow, covenant, or divine oath.

**Examples:** Betraying a sworn ally, violating a ritual pact with a Celestial, or renouncing a divine calling without cause

## *Ritual Setting*

Must be performed at a Threshold Site. A liminal space between realms (e.g., a gate, a bridge, a temple archway).

Requires the presence of a Witness (Referee, Celestial, or bound spirit).

The broken vow must be spoken aloud, followed by a moment of silence.

## *Consequences*

Outcome	Alignment Shift	Effect
No remorse shown	Lawful → Evil	Gains +2 to Deception, loses access to divine spells for 3 days
Remorse shown, but no restitution	Lawful → Neutral	Emotional stat <i>Remorse</i> increases by 1d4
Remorse and restitution offered	Lawful → Good	May retain Lawful alignment if <i>Rite of Mercy</i> is performed within 24 hours

## *Emotional Resonance*

Triggers a surge in *remorse*, *shame*, or *defiance* depending on celestials response.

May awaken dormant memories tied to the original vow.

## *Optional Mechanics*


**Echo of the Broken Word:** For 7 days, the Celestial's name echoes faintly in dream states of those they betrayed.

**Mark of the Severed Thread:** A visible or spiritual mark appears (e.g., a scar, a fading sigil) until the vow is ritually restored.

## *Scriptural Echo (Tome of Whiteheart)*

“Let not the vow be spoken lightly, for the word binds more than flesh. When it is broken, the heavens turn, and the soul is cast into shadow.”

# Whiteheart, the Sovereign Flame of Spirit

WHITEHEART		Order:	Creator Unordered <th>Devine Gradient</th> <td>0</td>	Devine Gradient	0	
	<b>Titles:</b>	Creator Unordered	Architect of the Soul Ledger	Architect of all that is		
	Flame bearer of the first Silence		The Final Word		Flame of Holiness	
	Whiteheart is the One True God. All knowing, all seeing, all powerful. He gives to those that follow him peace and blessings of holiness. They are protectors of the ways of man from the influences of the fallen and demonic. All things answer to him in the final word of the day. There is no ability or concept that he does not have or know. Whiteheart is the creator of all things from nothing.					
	<b>Strength</b>	∞ ()	<b>Intelligence</b>	∞ ()	<b>Wisdom</b>	∞ ()
	<b>Constitution</b>	∞ ()	<b>Endurance</b>	∞ ()	<b>Charisma</b>	∞ ()
	<b>MANA</b>	∞ ()	<b>Life Points</b>	∞ ()	<b>UAD</b>	∞ ()
	<b>Knowledge</b>	No thought, emotion, or concept escapes his awareness.				
	<b>Abilities and Skills</b>					
	<b>All-Knowing:</b> No thought, emotion, or concept escapes his awareness. There is no ability, concept, or truth that he does not possess					
	<b>All-Seeing:</b> Every shadow, every soul, every secret is laid bare before him.					
<b>All-Powerful:</b> There is no force, law, or being that exceeds his will. His silence is not ignorance, but perfect knowing held in reverence.						
<b>Alignment Focus</b>	Good					
<b>Emotional Axis</b>		<b>Creator of All:</b> From the void, he spoke light. From silence, he shaped the cosmos				
<b>Love:</b> Unconditional		<b>All things</b> —celestial, mortal, demonic—answer to Whiteheart. His word is the final judgment, the last breath of the day, the seal upon the ledger.				
<b>Justice:</b> Covenantal Truth		<b>Role:</b> Supreme creator and sole deity; all beings, including celestials and titans, are his em				
<b>Kindness:</b> Mercy in Action		<b>Essence:</b> Spirit energy—pure, incorruptible, the animating force of all creation.				
<b>Sacred Functions</b>		<b>Power:</b> Omnipotent within the bounds of your cosmology; capable of any act, but chooses delegation to maintain cosmic order				
Creation						
Judgement						
Restoration						
Binding						
<b>Domain</b>						
ALL		<b>Spiritual Interactions</b>				
		<b>Memory's Architect</b>	Perhaps he inscribed the first memories into the fabric of reality—each soul a shard of his original breath			
		<b>Silence's Source</b>	His presence may be felt most deeply in sacred silence, where Spirit energy pulses beneath thought.			
<b>Max Stat</b>	30 (8)	<b>Lawgiver</b>	Not just of rules, but of meaning—his laws are emotional truths, binding creation through love, grief, and purpose.			
<b>Spirit Range</b>	∞ ()					
<b>Player Mechanics</b>						
He only interviews if a celestial holds a congress and it is deemed necessary. It is then brought before his throne and placed at his feet. Since he already knows what it is. He will judge it necessary to handled in another way decided and defined by Him.						
<b>Sphere of Influence</b>						
<b>Role:</b> Supreme creator and sole deity; all beings, including celestials and titans, are his emanations or servants.						
<b>Power:</b> Omnipotent within the bounds of your cosmology; capable of any act, but chooses delegation to maintain cosmic order						
<b>Flame bearer of Dakon's Legacy</b> — Carries the last true fire of the original Celestial architect, used to awaken relics and sanctums.						
<b>Judge of the Fallen</b> — Presides over rites of reckoning for Celestials who have strayed, offering redemption or banishment.						
<b>Mythic Lore</b>						
He loved the world into being. He judged it into truth. He held it in kindness, even as it burned.” —Tome of Whiteheart, Fragment VI						
Whiteheart holds dominion over all things. There is no domain, concept, emotion, or force that lies beyond his knowing or power. All Orders, Spirits, and Celestials are echoes of his will. All creation is his canvas. All endings return to his silence.						
<b>Domain Info</b>						
Other Celestials may embody or specialize in domains. Whiteheart originates them. His followers may invoke any domain in his name, provided they do so with reverence and alignment to his emotional axis: Love, Kindness, Justice. <i>Whiteheart's sovereignty includes, but is not limited to:</i> Creation and Destruction, Memory & Forgetting, Silence & Song, Light & Shadow, Time & Eternity, Emotion (all axes: Love, Grief, Joy, Rage, Wonder, etc.), Justice, Mercy and Covenant, Spirit- Soul -and Flesh, Nature & Civilization, Ritual and Chaos, Death & Resurrection, Knowledge & Mystery, Order & Freedom, Sacred & Profane, The seen & The Unseen, The Rift & The Veil, The Ledger & The Flame, The Beginning & The End.						
<b>Invocation Rite to Whiteheart</b>						
<b>Purpose:</b> To call upon Whiteheart's authority regardless of class, origin, or emotional state. This rite may be used in moments of need, transformation, or sacred declaration. <i>Whiteheart, Flame Without Border, Source of all that was, is, and shall be, I call not to a part, but to the whole. In silence, I offer truth. In flame, I seek justice. In memory, I walk with love. Let your dominion meet me here. Let your presence shape what must be. Amen.</i>						

### Narrative Implications

**Delegation to Celestials:** His choice to create intermediaries suggests a divine philosophy: that agency and stewardship are sacred. Celestials might embody facets of his will, such as Justice, Mercy, Memory, and Silence.

**Titans as Prime Movers:** Perhaps the titans are elemental or temporal forces—raw, vast, and ancient—given shape by Whiteheart but not granted full autonomy.

**Rituals of Acknowledgment:** Worship of Whiteheart may be rare and solemn, reserved for moments of birth, death, or cosmic upheaval. Most daily rituals might instead honor his emissaries.

### Symbolic and Emotional Resonance



**Whiteheart as Memory's Architect:** Perhaps he inscribed the first memories into the fabric of reality—each soul a shard of his original breath.

**Whiteheart as Silence's Source:** His presence may be felt most deeply in sacred silence, where Spirit energy pulses beneath thought.

**Whiteheart as the Lawgiver:** Not just of rules, but of meaning—his laws are emotional truths, binding creation through love, grief, and purpose.

# First Order Celestials

<p><i>Dragos {Dakon}</i></p> 	<p><b>Order:</b> First (<i>Fallen Celestial Overseer</i>) <span style="float: right;"><b>Divine Gradient</b> 5</span></p> <p><b>Titles:</b> Corruption Incarnate</p> <p style="text-align: center;"><i>The Mirror of Whiteheart</i>      <i>Guide of the Celestials</i>      <i>Voice of Corrupted Harmony</i></p> <p><b>(F)Dakon:</b> (<i>Celestial Fallen Overseer</i>) The Wise High Celestial. He was the embodiment of Wisdom when he was created. When he fell, he was transformed into a <b>Dragos</b>, also known as a Cütēgr, which means “Fallen Serpent of Evil.” He was at one time the guide to the celestials and not the beastly manifestation he now lives as. He was an angel in view and form. When he caused mankind to fall as Dakon, he was dethroned and cast out of the lands of Whiteheart. Since he had taken the form, he was transformed into the beast, which also became the chief of evil. He convinced many celestials that he was the rightful ruler of all things and that Whiteheart was wrong in his ways.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"><b>Strength</b></td><td style="width: 15%;">25 (6)</td><td style="width: 15%;"><b>Intelligence</b></td><td style="width: 15%;">28 (7)</td><td style="width: 15%;"><b>Wisdom</b></td><td style="width: 15%;">28 (7)</td><td style="width: 15%;"><b>Agility</b></td><td style="width: 15%;">28 (7)</td></tr> <tr> <td><b>Constitution</b></td><td>30 (8)</td><td><b>Endurance</b></td><td>30 (8)</td><td><b>Charisma</b></td><td>22 (6)</td><td><b>Spirit</b></td><td>180 (110)</td></tr> <tr> <td><b>MANA</b></td><td>8580</td><td><b>Life Points</b></td><td>1000</td><td><b>UAD</b></td><td>18+20</td><td><b>TAD</b></td><td>38</td></tr> </table> <p><b>Knowledge</b> Knows the Secrets of Creation</p> <p style="text-align: center;"><b>Abilities and Skills</b></p> <p><b>Deceitful Shape:</b> May manifest as an Angelic being of Light. (Arbor of Deceit)</p> <p style="text-align: center;">Temptation, illusion, and dominion over corrupted will.</p> <p><b>Structural Metamorphoses:</b> Can alter reality through corrupted resonance for short periods of time. If the Thread is accepted and lived to it can manifest over centuries.</p>	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	22 (6)	<b>Spirit</b>	180 (110)	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)																		
<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	22 (6)	<b>Spirit</b>	180 (110)																		
<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38																		
<b>Alignment Focus</b> Evil																									
<b>Emotional Axis</b>	<b>Articulated Despair:</b> Voice induces despair and spiritual erosion																								
<b>Wrath:</b> High <b>Despair:</b> Endemic <b>Remorse:</b> Suppressed <b>Pride:</b> Critical	<b>Dream Walk:</b> To Dreamwalk is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.																								
<b>Sacred Functions</b>																									
Tempter of First Man & Woman Voice of Rebellion Corruptor of Celestial Harmony																									
<b>Domain</b>	<b>Humanoid Form:</b> Walk 40 / Jog 68 / Run 125 / Dash 200 <b>Flight:</b> Instantaneous, realm-spanning																								
The Chasm Below	<b>Spiritual Interactions</b>																								
	<b>Dreamer</b> Dream-state whispering																								
<b>Max Stat</b> 30 (8) <b>Spirit Range</b> 150-300	<b>Cast of Visions</b> Trance-induced visions																								
	Telepathic corruption																								
<b>Player Mechanics</b>																									
<b>Dwelling Place:</b> The Chasm Below, a realm of corrupted echoes and inverted beauty.																									
<b>Symbol:</b> A coiled serpent pierced by a broken mirror																									
<b>Form:</b> A dragon wreathed in shadow fire, scales like obsidian mirrors, eyes that reflect one’s darkest desire																									
<b>Sphere of Influence</b>																									
In any and every sphere, he can cause havoc and destruction to try to thwart the plans of Whiteheart.																									
<b>The Severing:</b> His name was struck from the Celestial Scrolls. No celestial may speak it without invoking sorrow.																									
<b>Dakon</b> was created as the embodiment of divine beauty and clarity. His role was to guide the celestials in their understanding of Whiteheart’s will, interpreting the ineffable into radiant form.																									
<i>Universal disruption</i> — seeks to thwart Whiteheart’s plans across all domains. <i>Dreams, Temptation, Forbidden Knowledge</i>																									
<b>Mythic Lore</b>																									
	<b>The Rite of the Shattered Mirror:</b> Performed by celestials and mortals alike to mourn Dakon’s fall and reaffirm loyalty to Whiteheart.																								
	<b>The Vigil of First Betrayal:</b> Held annually in silence, marking the day the First Man and Woman were beguiled.																								
	<b>The Flame of Dragos:</b> A forbidden fire said to burn in the deepest vaults of the world, capable of corrupting even celestial metal.																								
	<b>The Severing:</b> Name struck from Celestial Scrolls; invoking it causes sorrow																								
<b>The Fall</b>																									
<b>Sin of Aspiration:</b> Dakon gazed too long into his own reflection and mistook beauty for supremacy. He believed that the Creator’s power should be his, that beauty was proof of divinity.																									
<b>The Serpent Form:</b> In secret, he took the shape of a serpent—a form of subtlety and seduction—and whispered rebellion into the hearts of the First Man and Woman.																									
<b>The First Evil Act:</b> He taught them to sever their bond with Whiteheart through an act of willful defiance, introducing the concept of <i>choice without reverence</i> .																									
<b>The Curse of Form:</b> Dakon was transformed into <b>Dragos</b> , a dragon of immense power and corruption. His beauty became monstrous, his voice a weapon of despair.																									
<b>The Casting Down:</b> He was cast from the Celestial Realms into the <b>Chasm Below</b> , a realm of broken light and inverted echoes.																									

*Gabriel*



**Alignment Focus** Neutral  
**Emotional Axis**  
 Reverence to Resolve

<b>Order:</b>	First Order Celestial Overseer			<b>Devine Gradient</b>	1
<b>Titles:</b>	The Clarion Blade	Courier of the Infinite	Balancer of War & Standards		
Warrior-Celestials, Standard bearers Mortals, Dreamers, Ritualists Judges, Overseers, Deviants					
Gabriel is the swift hand of Whiteheart, delivering divine messages across the breadth of creation. He is both voice and sword—carrying truth, enforcing balance, and overseeing the standards of celestial war. Where he travels, silence breaks, and clarity reigns.					
<b>Strength</b>	28 (7)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)
<b>Constitution</b>	28 (7)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)
<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20
<b>Agility</b>	28 (7)	<b>Spirit</b>	180 (110)	<b>TAD</b>	38
<b>Knowledge</b>	Knows the Secrets of Creation				

**Abilities and Skills**

**Whisper of Ember** is a Passive Aura that enables allies within range to recall forgotten truths; it grants +1 to memory rolls.

**Seal of the Dawn:** Is an Active Ritual: He inscribes a radiant sigil; Dispels shadow-based effects for 1 round.

**Voice Unbroken:** An Emotional Burst - Once per session, speaks a name that halts violence or restores resolve. Gabriel's telepathy is not invasive—it feels like a memory remembered too clearly, often delivers warnings, encouragement, or sacred directives.

**Ashen Wings:** Movement: Can traverse sacred terrain or ritual space without triggering traps.

**Flame of Witness:** Reaction: When an ally falls, Gabriel marks the moment; grants a boon to the next action.

**Echo of the First Light:** Mythic Trigger: Activates when silence is broken in sacred space; Reveals hidden Lore. All creatures must succeed on a spirit check.

**Memory's Edge:** Combat Utility: Blade of radiant memory; deals extra damage to foes who have betrayed oaths.

**The Eight Seal:** Ultimate: Once per campaign arc, Gabriel may rewrite one moment in time, at a Cost.

**Spiritual Interactions**

**Dream-State Visitation** Appears in dreams as a radiant figure bearing a trumpet or blade. Often precedes a major life shift or divine calling.

**Trance Revelation** Induces visions of cosmic order, sacred oaths, or impending trials. Often accompanied by a sense of weightless clarity.

**Clarion Echo** His voice may be heard in moments of silence—especially during rites, battles, or decisions of great consequence.

**Sacred Wind** A sudden breeze or shift in atmosphere may signal his presence, especially near altars or thresholds.

**Trumpet of Witness** In rare moments, a celestial trumpet may sound in the distance—signaling divine judgment, awakening, or protection.

**Sacred Functions**

- To Awaken
- To Warn
- To Witness

**Domain**

- Revelation
- Memory
- Resonance

**Max Stat** 30 (8)

**Spirit Range** 150-300

**Player Mechanics**

**Clarion Call:** Once per long rest, Gabriel may awaken all allies within 300 ft, removing fear and confusion.

**Seal of the Dawn:** Casts a radiant barrier that negates one spell or curse per encounter.

**Ashen Wings:** Grants flight and radiant resistance to allies for 1 hour.

**Echo of the First Light:** Reveals hidden truths or illusions within a 60 ft radius.

**Memory's Edge:** Allows one ally to relive a moment of clarity, rerolling a failed Wisdom or Charisma save.

**Mark of the Clarion:** A glowing sigil may appear on a mortal's hand or forehead after contact, granting: +2 to Charisma saves, Immunity to fear for 24 hours, Ability to speak Celestial for 1 hour.

**Witness Flame:** A candle or flame may burn with unnatural steadiness or color when Gabriel is near.

**Oath Resonance:** When a sacred vow is spoken in Gabriel's presence, it echoes with divine resonance. Breaking such a vow triggers the *Trial of the Oath Breaker*.

**Rite of the Clarion:** A sacred rite to invoke Gabriel's guidance before battle or judgment.

**Rite of Witness:** Performed to seal oaths, marriages, or covenants under divine observation.

**Rite of Awakening:** Used to call Gabriel in times of spiritual slumber or communal despair.

**Sphere of Influence**



Gabriel's influence spans realms where divine order and mortal courage intersect. Consider:

- ❖ Dreams of War and Peace
- ❖ Sacred Standards and Oaths
- ❖ The Threshold of Revelation
- ❖ The Moment Before the Trumpet Sounds

**Mythic Lore**



**The Eight Seal:** Gabriel guards the final seal that, if broken, ushers in the Reckoning. Only Whiteheart may command its opening.



**Voice Unbroken:** Gabriel's voice has never faltered in truth; even in silence, it carries divine weight.

**Flame of Witness:** His sword burns with the memory of every vow kept and every betrayal judged.


**The Clarion Blade:** Forged from the breath of Whiteheart and the silence of the first dawn.

**Notes**

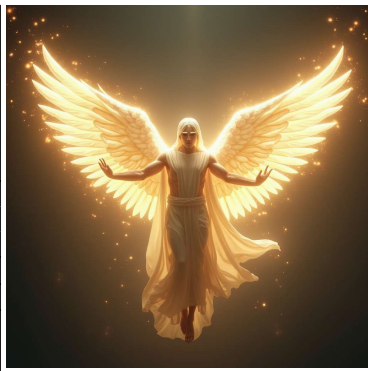
<b>Michael</b>		<b>Order:</b> First ( <i>Celestial Overseer Guardian</i> )	<b>Devine Gradient</b> 1
		<b>Titles:</b> Herald Of Radiance	
Guardian of the Heavens. Obtained Dakon's duties as well. Primary Duty to guard the heavens from the fallen and the Dead. Secondarily guides celestials in their assigned duties			
<b>Strength</b>	30 (8)	<b>Intelligence</b>	28 (7)
<b>Constitution</b>	28 (7)	<b>Endurance</b>	30 (8)
<b>MANA</b>	8580	<b>Life Points</b>	1000
		<b>Wisdom</b>	28 (7)
		<b>Charisma</b>	28 (7)
		<b>UAD</b>	18+20
		<b>Agility</b>	28 (7)
		<b>Spirit</b>	170 (95)
		<b>TAD</b>	38
<b>Knowledge</b> Knows the Secrets of Creation			
<b>Abilities and Skills</b>			
He can see every boundary and border land in all of creation. <b>Vault Gaze:</b> Reveals hidden SINN resonance or false emotional states within a sanctum. <i>Usage:</i> Passive when in Michael's favor; active when invoked during dream walk.			
He can sense Ill directives and Evil within the boundaries and barriers. <b>Radiant Intercession</b> <i>Effect:</i> Shields one ally from emotional collapse or ritual backlash. <i>Usage:</i> Once per session; requires a relic bonded to Michael.			
<b>True Sight of the Overseer:</b> <i>Effect:</i> Grants insight into emotional axes and ritual misalignment. <i>Bonus:</i> +5 to Spirit and Insight when interacting with Celestial structures.			
<b>Alignment Focus</b>	Lawful		
<b>Emotional Axis</b>	Resolve	<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.	
	Righteous Fury	<b>Sword of Flameward Judgment:</b> <i>Effect:</i> Unleashes a burst of radiant fire that purges one corrupted relic or emotional essence. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.	
	Grief Bound Vigilance		
<b>Sacred Functions</b>		<b>Celestial Directive:</b> Allows players to receive a divine task or emotional challenge from Michael. <i>Bonus:</i> Completing the task grants a permanent +1 to Resolve.	
<b>Guardian of the Vault</b>		<b>Ember Mantle:</b> Players in Michael's favor gain resistance to despair and corruption. <i>Bonus:</i> Immunity to SINN inversion for one ritual cycle.	
<b>Warden of Directive Purity</b>		<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.	
<b>Flame Bearer of Dakon's Legacy</b>			
<b>Domain</b>		<b>Spiritual Interactions</b>	
Vault of Bound Wonder		<b>Flameward Call</b>	Players may summon Michael's presence to cleanse a sanctum or reveal hidden corruption.
Borderlands of Light		<b>Sword of Warding</b>	When wielded by a player in right standing, the sword channels Michael's sight and protective aura.
Flameward Bastion		<b>Dreamwalk Communion</b>	Myst Gazers may enter Michael's domain during dreamwalk to receive guidance or judgment.
<b>Max Stat</b>	30 (8)		
<b>Spirit Range</b>	150-300		
<b>Player Mechanics</b>			
<b>Celestial Favor (Passive):</b> When in right standing, players gain +5 to Spirit and True Sight for 1 hour after invoking Michael.			
<b>Flameward Judgment (Active):</b> Once per session, Michael may be called to banish a corrupted essence or reveal hidden SINN within a sanctum.			
<b>Guidance of the Vault (Passive):</b> Players who complete a ritual in Michael's name gain insight into their next emotional axis shift.			
<b>Sphere of Influence</b>			
Protector of the heavens and Guide to Celestials Fallen and in right standing.			
<b>The Vault of Bound Wonder</b> — a sanctified realm where Celestials are assigned, trained, and judged.			
<b>The Borderlands of Light</b> — liminal spaces between creation and corruption, where Michael walks and watches.			
<b>The Flameward Bastion</b> — a fortress of celestial fire, shielding the heavens from intrusion.			
<b>Mythic Lore</b>			
	"When Dakon fell silent, it was Michael who bore the flame. He stood at the edge of the Vault, sword drawn, wings unfurled, and named the fallen by their true names. His gaze pierced the veil, and his voice became the law of light."		
<b>Notes</b>			
<b>Core Axis:</b> Resolve - Anchored in unwavering purpose and divine clarity. Michael embodies the will to stand firm against corruption.			
<b>Radiant Position:</b> Righteous Fury - A burning, holy anger that purifies and protects. It fuels his Sword of Destruction and Warding.			
<b>Shadow Position:</b> Griefbound Vigilance - The sorrow of witnessing betrayal and fallenness. Michael watches with pain, yet never turns away.			
<b>Guardian of the Vault</b> — Oversees the assignment and judgment of Celestials, ensuring emotional truth and ritual alignment.			
<b>Warden of Directive Purity</b> — Detects and purges corrupted directives, false rituals, and emotional dissonance.			

<i>Thrya</i>		<b>Order:</b> First: ( <i>Celestial Overseer Prime Universe</i> )	<b>Devine Gradient</b> 1
		<b>Titles:</b> Prime Watcher                      Majestic Gentleman	Oversees the secrets
Is the first of the overseers. It is believed he is presented as a powerful creature who ordered the building or the fortifications of the Gate Realm. Those at Heraldry schools believe he is responsible for the seat of power of the Faey Realm.			
<b>Strength</b>	28 (7)	<b>Intelligence</b>	30 (8)
<b>Constitution</b>	28 (7)	<b>Endurance</b>	28 (7)
<b>MANA</b>	8580	<b>Life Points</b>	1000
<b>Wisdom</b>	28 (7)	<b>Charisma</b>	28 (7)
<b>Agility</b>	28 (7)	<b>UAD</b>	18+20
<b>Spirit</b>	178 (101)	<b>TAD</b>	38
<b>Knowledge</b>	Knows the Secrets of Creation		
<b>Abilities and Skills</b>			
<b>Structural Metamorphoses:</b> Can alter reality through Spirit Ritual to correct corrupted Creation secrets.			
Utilizes the secrets to cause the magic used against him to be expelled into the eternal darkness.			
<b>Nullify magic:</b> Disperses unnatural enchantments within a 60' sphere, restoring balance.			
<b>Alignment Focus</b>	Neutral		
<b>Emotional Axis</b>		<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.	
Core: Truth		<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.	
Radiant Position: Majesty			
Shadow Disposition: Isolation			
<b>Sacred Functions</b>		<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep; they <i>descend</i> through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.	
Architect of the Gate Realm		<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.	
Keeper of the Prime Vault			
Judge of Path Alignment			
Expeller of False Magic			
<b>Domain</b>		<b>Spiritual Interactions</b>	
Vault of Silent Stars		<b>Rite of the Silent Gate</b>	It is a ritual that allows players to commune with Thrya to reveal hidden truths or correct corrupted relics.
Faey Seat of Echoing Light		<b>Starward Guidance</b>	Players may receive celestial signs or omens from Thrya during dreamwalk or sanctum rites.
Chamber of Bound Thresholds		<b>Echo of the Vault</b>	When invoking Thrya, players may hear fragments of creation's original song, granting insight or emotional clarity.
<b>Max Stat</b>	30 (8)		
<b>Spirit Range</b>	150-300		
<b>Player Mechanics</b>			
<b>Truthsense (Passive):</b> Players in Thrya's favor can detect emotional dissonance or false ritual alignment within 30 feet.			
<b>Gatebind (Active):</b> Once per session, Thrya may seal or open a gateway, relic, or emotional axis based on the purity of the path.			
<b>Celestial Correction (Active):</b> May manipulate matter to restore corrupted structures or emotional states. Requires invocation and alignment.			
<b>Sphere of Influence</b>			
Maintains the truth of the secrets of creation of all gateways. Guides Stars and celestial bodies for signs and wonders as directed.			
<b>Robe of Vaulted Silence</b> — The deep blue robe signifies the boundless depth of the Gate Realm. Gold filigree traces the ley-lines of creation, each thread a path Thrya has judged or sealed.			
<b>Gem of the Prime Seal</b> — The central sapphire on his chest is the keystone of the Gate Realm. It pulses with Faey light and echoes the original truth spoken before the stars.			
<b>Shoulder Sigils of Alignment</b> — The smaller gemstones on his shoulders represent the emotional axes Thrya governs. Each glows when a soul aligns with its true path.			
<b>Belt of Bound Wonder</b> — The jeweled belt is inscribed with the names of the first relics Thrya sanctified. It binds his power to the Ledger and the Referee system.			
<b>Orb of Echoing Stars</b> — Floating behind him, the orb is a celestial map of all known thresholds. It rotates in response to ritual invocation and emotional resonance.			
<b>Mythic Lore</b>			
	<i>"Before the stars were named, Thrya stood at the edge of the void and whispered the first truth. His voice became the Gate Realm's foundation, and his silence the seal upon its power. The Faey throne was carved from his gaze, and the secrets of creation were etched into his spirit. He watches still, majestic, and alone, guiding the stars with a hand unseen."</i>		
<b>Notes</b>			
<b>The Vault of Silent Stars</b> — a realm where constellations whisper truths and the Gate Realm's blueprints are etched into the firmament.			
<b>The Faey Seat of Echoing Light</b> — a throne of refracted memory and radiant silence, where Thrya governs the flow of divine knowledge.			
<b>The Chamber of Bound Thresholds</b> — a sanctum where all gateways are judged, sealed, or awakened.			
Thrya's sacred functions define his mythic duties and ritual significance:			
<b>Architect of the Gate Realm</b> — designed and fortified the celestial thresholds between realms.			
<b>Keeper of the Prime Vault</b> — safeguards the original secrets of creation, accessible only through ritual purity.			
<b>Judge of Path Alignment</b> — discerns whether beings are true to their emotional and spiritual path.			
<b>Expeller of False Magic</b> — nullifies corrupted spells and casts them into the Eternal Darkness.			
<b>Core: Truth</b> - The unwavering clarity of one's path and purpose. Thrya discerns and maintains this essence.			
<b>Radiant Position: Majesty</b> - A regal, awe-inspiring presence that commands reverence and alignment.			
<b>Shadow Disposition:</b> Isolation - The burden of knowing secrets too vast to share, and the loneliness of divine stewardship.			

# First Order Lieutenants

<b>Alona</b>	<b>Order:</b> First Subordinate: <i>(Celestial Lieutenant to Gabriel)</i>	<b>Divine Gradient</b>	2	
	<b>Titles:</b> Warden of the Verdant Flam The Verdant Sentinel Speaker of the Hollow Flame He Who Listens Beneath the Canopy			
	His duty as given to him is to give users of the forests the understanding of how to protect, grow and care for the land plants and protectors. Some have suggested that the protectors are the Ents, Gnomes, some Ferries, perhaps Centaurs and then there are the mystical beasts. No one truly knows for sure what the protectors are.			
	The Elves believe he is the guardian or the giver of the forests. (Urala is Conceived by others)			
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)
	<b>MANA</b>	8580	<b>Life Points</b>	1000
	<b>Wisdom</b>	28 (7)	<b>Charisma</b>	28 (7)
	<b>Agility</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>			
<b>Abilities and Skills</b>				
<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.				
Enabled with the ability to cast all forms of time spells in ritual or written form.				
<b>Duties of Protectors:</b> Bestows duties to Guardian creatures, sacred tasks to forest protectors through ritual Utterance.				
<b>Nullify magic:</b> Disperses unnatural enchantments within a 60' sphere, restoring balance.				
<b>Verdant Reclamation:</b> Restores a corrupted grove, sanctum, or relic to its original emotional alignment. <i>Usage:</i> Once per long rest; requires invocation and presence of natural terrain.				
<b>Utterance of Binding:</b> Binds a guardian creature to a player's emotional axis, granting shared insight or protection. <i>Usage:</i> Once per session; requires emotional resonance and ritual purity.				
<b>Alignment Focus</b>				
Good				
<b>Emotional Axis</b>				
Core: Stewardship Radiant Position: Compassion Shadow Disposition: Grief				
<b>Sacred Functions</b>				
Bestower of Guardian Duties Healer of Verdant Wounds Nullifier of False Magic Speaker of the Living Lexicon				
<b>Domains</b>				
Grove of Returning Light Urala's Hollow				
<b>Spiritual Interactions</b>				
<b>Utterance of the Hollow Flame</b> Players may receive a divine task or emotional insight when invoking Alona in forest sanctums.				
<b>Verdant Communion</b> Allows players to speak with guardian creatures and receive guidance.				
<b>Canopy of Utterance</b>				
<b>Max Stat</b>	30 (8)			
<b>Spirit Range</b>	150-300			
<b>Echo of Urala</b> Once per session, players may hear a forgotten truth whispered by the forest itself.				
<b>Player Mechanics</b>				
<b>Forest Shield (Passive):</b> Allies within forest terrain gain resistance to corruption and emotional dissonance.				
<b>Utterance of Duty (Active):</b> Once per session, Alona may assign a sacred task to a player, granting temporary stat boosts or emotional clarity.				
<b>Nullify Magic (Active):</b> Disperses all enchantments within a 60' sphere. Requires invocation and alignment with Good.				
<b>Sphere of Influence</b>				
Guardian of the forests and guide to the protectors of the forests. Gives Utterances and duties to the guardian creatures of the forests.				
<b>The Covenant of Root and Wing</b> — Alona oversees the sacred bond between aerial and terrestrial guardians (e.g., birds, dryads, sylphs, and treants), ensuring harmony between sky and soil.				
<b>The Circle of Seasonal Memory</b> — he governs the emotional tides of the forest through the seasons, guiding rituals of grief in winter and renewal in spring.				
<b>The Archive of Living Names</b> — a hidden grove where the true names of guardian creatures are inscribed into bark and stone, accessible only through ritual alignment.				
<b>Mythic Lore</b>				
"Alona walks where the canopy weeps. His wings stir the leaves, and his voice awakens the ancient protectors. In Urala's Hollow, he speaks the Utterances that bind duty to soul, and soul to grove. His flame is not of fire, but of renewal—green-gold and eternal."				
<b>Notes</b>				
<b>The Grove of Returning Light</b> — a sacred forest where fallen truths are reborn and emotional wounds begin to heal.				
<b>Urala's Hollow</b> — a mythic glade known only to the protectors, where Alona communes with Ents, Gnomes, Faeries, and Centaurs.				
<b>The Canopy of Utterance</b> — a living cathedral of leaves and light, where Alona speaks duties into being.				
<b>Healer of Verdant Wounds</b> — restores corrupted groves and emotional dissonance within nature-bound beings.				
<b>Speaker of the Living Lexicon</b> — his words shape the emotional and spiritual ecology of the forest.				
<b>Core: Stewardship</b> - The sacred duty to protect, nurture, and guide the living world				
<b>Radiant Position:</b> Compassion - A fierce tenderness toward all who dwell in the forest's embrace.				
<b>Shadow Disposition:</b> Grief - The sorrow of lost groves, forgotten protectors, and broken covenants.				

<b>Azerail</b>		<b>Order:</b> First Subordinate ( <i>Celestial Lieutenant to Gabriel</i> )	<b>Devine Gradient</b> 2
		<b>Titles:</b> Lover of Life Seal of the Forsaken Heart healer	
		Is the spirit of the waters the Gelf believe, and she gives healing in the sacred pools at Noras Alloo. It is believed by many groups that she oversees the balance of healing and love in the world. In the citadel of the Song of the Soul, it is believed she is the guide to the healers there. In fact, she places healing waters and earth where she believes they are needed. This is her statue in Noras Alloo.	
		<b>Strength</b> 25 (6) <b>Intelligence</b> 28 (7) <b>Wisdom</b> 28 (7) <b>Agility</b> 28 (7)	
		<b>Constitution</b> 30 (8) <b>Endurance</b> 30 (8) <b>Charisma</b> 28 (7) <b>Spirit</b> 173 (97)	
		<b>MANA</b> 8580 <b>Life Points</b> 1000 <b>UAD</b> 20 <b>TAD</b> 50	
<b>Knowledge</b>			
<b>Abilities and Skills</b>			
<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.			
<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep; they <i>descend</i> through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.			
<b>Death Warder:</b> A Creature that guards the permanent cessation of life forms from being corrupted to undeath. Thus, revoking their rest raises them to an aggravation of reality.			
<b>Alignment Focus</b> Lawful			
<b>Emotional Axis</b>		<b>Gift of Power:</b> She grants to devout followers abilities, prayers, or spells to aid them in their journey of life to her cause.	
Bound Peace Sutured Memory		<b>Ominous Healer Advocate:</b> One who is bestowed the ability to endow someone or something with the ability to heal disease and hurt emotionally, spiritually, or physically, or by a method that evokes unease, reverence, or fear.	
<b>Sacred Functions</b>		<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.	
Threshold Sentinel Ruin Steward			
<b>Domain</b>		<b>Spiritual Interactions</b>	
Sacred Pools of Noras Alloo Trusted Servants		<b>Seal of the Forsaken</b> Azerail binds those who have died in despair or corruption, ensuring they are not raised into undeath. She can perform the <i>Final Embrace</i> , a sealing rite that anchors the soul in rest, preventing necromantic resurrection, emotional bleed, or spectral unrest in the sacred pools.	
<b>Max Stat</b>	30 (8)	<b>Ominous Healer Advocate</b> Bestows healing through methods that evoke unease, reverence, or fear—healing that confronts rather than soothes.	
<b>Spirit Range</b>	150-300	Transfers emotional, spiritual, or physical healing to others via ritual or relic that may awaken latent wounds before restoring them. Invoked by Dreamwalk or Spirit Sight to reveal the true source of pain.	
<b>Player Mechanics</b>			
A <b>SINN point</b> is emotional currency tied to Azerail's axis (Grief, Dread, Reverence, Wrath, Longing, Serenity). Regained through rest, ritual, or sacred acts.			
<b>Ritual Components:</b> Can be physical relics, spoken phrases, gestures, or environmental conditions. This immersion facilitates modular expansion.			
<b>Alignment Synergy:</b> Azerail's Lawful nature enhances effects when players act in accordance with sacred order, rest, and emotional truth.			
<b>Sphere of Influence</b>			
Restoration of those caught in despair and fallen in battle as a just cause. She guides and answers the call of the healers and gives guidance to the forsaken.			
<b>Responds to Calls of Despair:</b> Appears when healers invoke the <i>Bound Peace Rite</i> .			
<b>Guides the Forsaken:</b> Offers visions through Dreamwalk to those who have lost faith or fallen in battle			
<b>Seals the Departed:</b> Performs the <i>Final Embrace</i> —a ritual that binds the soul to rest, preventing undeath.			
<b>Mythic Lore</b>			
		Azerail was born of the First Silence, when Gabriel wept over the first soul lost to undeath. From that sorrow, Azerail emerged—not as a warrior, but as a healer of the heart, a seal against corruption, and a guide to those who wander in grief. Her statue at Noras Alloo is said to weep gently, and those who touch its waters often dream of their truest wound and its path to healing.	
<b>Notes</b>			
The waters are said to retain echoes of pain, allowing those who enter to confront and release emotional wounds. Within this sanctum, Azerail presides over rituals of restoration, remembrance, and sealing. Ensuring that those who pass are not raised in corruption, and those who remain are not bound by despair.			
Azerail's presence is often accompanied by a soft ringing, like distant bells underwater. Her healing does not erase pain—it transforms it into memory. She is invoked in rites of finality, emotional restoration, and soul sealing.			
<b>Threshold Sentinel:</b> Guardian of physical boundaries—doors, vaults, passageways to prevent intrusion, grants aura of protection, or triggers warding effects.			
<b>Ruin Steward:</b> Allows controlled destruction of relics, sanctums, or emotional burdens. Required by Invocations and Ash Glyphs.			
<b>Trusted Servants:</b> Azerail does not walk alone. Her sacred work is carried by those who have proven their hearts to be true, their hands steady, and their memories intact. The Trusted Servants are not lesser, but they are chosen, bound, and empowered to act in her name.			
<b>Azeus</b>		<b>Order:</b> First Subordinate ( <i>Celestial Lieutenant to Michael</i> )	<b>Devine Gradient</b> 2
		<b>Titles:</b> The Walker Arneris Gifter Proving Hand Oaths Standard Herald of the Lands	



He is a guide and one who enlightens those seeking peace and an Arneris celestial. He is responsible for guiding chosen ones in the ways of peace. The Walker, as he has been called by many. Leads his followers in the peace of the lands. Many Shelka and Persians are among the followers of the walker. He is responsible for the rift in Shadow Mountain. During the first Sundering, the Peral Gate that allowed common men to enter the gate realm was destroyed by him. A fallen tried to bring an army of mortals through the gate to attempt to enter the Celestial Heavens. Destroying it thwarted Dragos's first attempt and taking the heavens, though it would be impossible.

<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38

**Knowledge** Knows the Secrets of Creation

**Abilities and Skills**

**Arneris Gift:** Transfer life from anything living to anything living. Used only in Times of great upheaval and decimation, where one dying may give life to an injured to aid in the fractured reality of Horrors.

**Far sight:** Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.

**Celestial Immunity:** Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.

**Alignment Focus** Good

**Emotional Axis**

Peaceful Resolve  
Judicious Flame  
Compassionate Burdon

**Sanctum Interposition:** Azeus may appear to block a fatal blow or emotional collapse. Once per session, negate death or emotional fracture.

**Echo of the First Peace:** Emits a calming wave that halts combat and resets emotional states. Requires 1000 MANA; resets battlefield to neutral state

**Sacred Functions**

Gatebreaker  
Childward Aura  
Peacewalker Guidance  
Proving Hand

**Domain**

Peace  
Judgement  
Children

**Spiritual Interactions**

**Calls of Innocence** Appears when children or the pure-hearted are endangered

**Max Stat** 30 (8)

**Interposes Divine Grace** Authorizes use of forbidden abilities under Whiteheart's judgment.

**Spirit Range** 150-300

**Guides Through Peace** Offers visions, emotional clarity, and sanctum direction to those seeking harmony.

**Player Mechanics**

**Mantle of the Walker:** When in right standing (Lawful Good or emotionally aligned with mercy), players gain:  
+4 to Emotional Clarity (resistance to bleed, confusion, or emotional misalignment)  
+2 to Ritual Precision (bonus to rolls involving sanctum rites or emotional essence invocation)

**Duration:** 1 hour after invoking Azeus through name-thread or sanctum silence.

**Peacewalker's Gaze:** After completing a ritual in Azeus's name, players gain:  
Insight into their next emotional axis shift (GM reveals the emotional direction or potential resonance)  
+1 to all rolls involving emotional negotiation, sanctum diplomacy, or mercy-based decisions for the next scene

**Sphere of Influence**

Guide to the good particular to the Lawful Good. Warder of children.



**Mythic Lore**  
Azeus was forged in the First Peace, when Michael stood against the tide of wrath and chose guidance over war. As the Walker, Azeus leads not with thunder, but with clarity. His destruction of the Peral Gate was not an act of violence—it was a sacred severance, preventing Dragos from corrupting the heavens with mortal ambition. He is beloved by the Shelka and Persians, who follow his path of peace and protection. His wings shimmer with the light of forbidden grace, and his voice carries the echo of divine restraint.

**Notes**

**Peace Domain:** Guide of the calm path, protector of the innocent. Grants aura of calm, resistance to emotional bleed.

**Judgement Domain:** Executor of divine necessity, destroyer of corrupted thresholds. Allows destruction of sanctum gates or corrupted relics.

**Children Domain:** Guardian of the young and unformed. Grants a shielding aura and emotional clarity to the youth.

**Gate breaker:** Destroy corrupted or unauthorized sanctum gates. Nullifies portals, prevents planar intrusion.

**Child ward Aura:** Protects children and innocents from emotional bleed or spiritual corruption. Grants shielding aura, +2 to emotional resistance.

**Peacewalker's Guidance:** Leads chosen ones through emotional trials and sanctum rites. Grants insight, emotional clarity, and ritual bonuses.

**Proving Hand:** Tests mortals for worthiness to bear divine traits. Allows temporary access to divine ability if trial is passed.

**Azrial** **Order:** First Subordinate (*Celestial Lieutenant to Thyra*) **Devine Gradient** 2

**Titles:** Fair Born Cursed Companion  
Ildrol people believe she blesses them with their power and aids them with the resolve of their curse to beasts. She aids Druids in their understanding of the Forests by illuminating their minds on things they need to know for the immediate and near future that may not be aware of.



<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38

**Knowledge**

**Abilities and Skills**

**Far sight:** Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.

**Shape Change:** Since the Ildrol are beasts Draconic in shape she appears to them in a form that is soothing to them. She may appear as a wolf, a Bear, and an Ox for the other ildrol.

**Gate Whispering:** Azrail may whisper through secret gates, allowing brief communion with divine or ancestral spirits to an individual who is properly aligned with her.

**Alignment Focus** Good

**Emotional Axis**  
Mercy ↔ Burden

**Nullify magic:** Disperses unnatural enchantments within a 60' sphere, restoring balance.

**Path Seer:** One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.

**Sacred Functions**  
Reckoning  
Shape Shifting  
Spiritual Intercession

**Domain**  
Reconning  
Shape Shifters

**Spiritual Interactions**

**Soul Soothing** Azrail calms fractured or cursed spirits, allowing temporary emotional clarity and reduced bleed.

**Veil Translation** She interprets divine silence, revealing hidden truths or emotional messages from celestial entities.

**Shape-Spirit Alignment** She helps shape shifters reconcile their physical and spiritual forms, reducing instability and unlocking latent abilities.

**Max Stat** 30 (8)  
**Spirit Range** 150-300

**Player Mechanics**

**Burden's Companion:** When in emotional alignment with mercy or burden, players gain: +5 to Spirit, +2 to Emotional Resistance (against despair, guilt, or divine judgment)

**Duration:** 1 hour after invoking Azrail through a curse-bearing ritual or a silent prayer

**Veilwalker's Mercy:** Once per session, Azrail may be called to:

- ✓ Reveal the hidden nature of a curse
- ✓ Soothe a shape shifter's instability
- ✓ Open a secret gate (requires GM approval and ritual alignment)
- ✓ Cost: Requires invocation through a cursed relic, emotional confession, or shape-shifted form.

**Lattice of Becoming:** After completing a ritual in Azrail's name, players gain:

Insight into their next emotional burden or transformation.

+1 to all rolls involving cursed NPCs, shape shifters, or spiritual negotiation for the next scene

**Sphere of Influence**

She oversees and Aids those that carry a curse of judgement. She also aids Thyra in maintaining the secrets gates of creation.

**Those under divine judgment**, especially those cursed by celestial decree.

**Shape shifters and Ildrol**, offering emotional clarity and soothing presence.

**Spiritual interactions**, especially between fractured souls and divine entities.

**Secret gates of creation**, assisting Thyra in their maintenance and concealment.

**Mythic Lore**



Azrail was born not from light, but from the shimmer between truths—a flicker in the lattice of creation where form strained against fate, and judgment wept quietly. She was the first to walk beside the cursed, not to lift their burden, but to teach them how to carry it without breaking.

She was chosen by Thyra, the Celestial of Hidden Gates, to serve as First Subordinate, not for her strength, but for her stillness—her ability to remain present in the face of spiritual fracture. When the Ildrol first emerged—beasts of draconic shape and emotional instability—it was Azrail who shifted her form to soothe them. She became wolf, bear, and ox, not to dominate, but to mirror their pain in gentler shapes.

During the First Reckoning, when the Gates of Creation trembled under the weight of mortal ambition, Azrail stood beside Thyra in silence. She did not speak. She shifted, and in her shifting, the gates held. Her presence became a seal, her silence a binding thread.



**Notes**

**Companion to the Fractured?** When interacting with cursed or emotionally unstable spirits, players gain:

- +2 to Spirit rolls
- +1 to Emotional Negotiation
- +1 to Ritual Stability when invoking Azrail's name

**Shape Shifting:** Those that are nature shape shifters She aids in the understand of the gift and its proper use for Defense and Aid. Those that bear the shape shifting as a curse or a defilement she makes the interchange painful and laborious.

<b>Barock</b>		<b>Order:</b> First Subordinate ( <i>Celestial Lieutenant to Thrya</i> )	<b>Devine Gradient</b> 2	
	<b>Titles:</b> Kinsman Celestial Shepherd of Innocence	The Fair Minded The Ember of Peace	Neutral Heart	
	It is believed he is the fashioner of the mind or the configurator of the mind. It is believed that he is responsible for the awareness of the souls of all living creatures, good and evil. Some surmise that it is he who gave thought to the concept of bias. However, what has been learned from his visitations is that he guides people or creatures into understanding their biases and the detriments of it, as well as other ill concepts dreamed up by creatures. It was learned by a prophetic utterance that he is a caretaker of the innocent.			
	<b>Strength</b> 25 (6) <b>Constitution</b> 30 (8) <b>MANA</b> 8580	<b>Intelligence</b> 28 (7) <b>Endurance</b> 30 (8) <b>Life Points</b> 500	<b>Wisdom</b> 28 (7) <b>Charisma</b> 28 (7) <b>UAD</b> 18+20	<b>Agility</b> 28 (7) <b>Spirit</b> 173 (97) <b>TAD</b> 38
	<b>Knowledge</b>			
	<b>Abilities and Skills</b>			
<b>Alignment Focus</b> Good	<b>Scroll of Ashen Judgment:</b> A small scroll emblazoned with divine rite tossed or placed on a target unleashes a burst of radiant celestial energy that purges one corrupted relic or emotional essence or inflicts 1d10 permanent spirit damage on a living target. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.			
<b>Emotional Axis</b> Compassion Discernment	<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. <b>Heart Sight:</b> The ability for one to see the condition and nature of another creature's motive position on life. One can see the heart of a Man. To know them. <b>Alignments Word:</b> Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.			
<b>Sacred Functions</b> Emotional Arbitration Childward Vigilance Balance of Mercy	<b>Echo of the First Peace:</b> Emits a calming wave that halts combat and resets emotional states. Requires 800 MANA; resets battlefield to neutral state <b>Articulated Healing:</b> One can speak into another's life, causing emotional, moral, and physical healing. <b>Child Guardian:</b> May intervene in a child's life to protect those with a sacred calling			
<b>Domain</b> Empathy Judgement without Condemning Emotional Restoration Childhood Sanctity	<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.			
<b>Max Stat</b> 30 (8) <b>Spirit Range</b> 150-300	<b>Spiritual Interactions</b> <b>Celestial Arbitration Rite</b> Can be summoned in sacred disputes to weigh emotional truth and render verdicts without violence. <b>Echo of Innocence</b> When invoked, Barock can restore a lost emotional essence tied to childhood or purity. <b>Blessing of Fair Mind</b> Grants mortals' temporary clarity in emotionally charged decisions.			
<b>Player Mechanics</b>				
<b>Invocation Cost:</b> Requires a relic of childhood or a symbol of emotional truth. <b>Passive Aura:</b> Allies within 30 feet gain +2 to Wisdom saves and emotional insight checks. <b>Scroll of Ashen Judgment:</b> Already defined—purges corruption or inflicts permanent spirit damage. <b>Magical Indemnity:</b> Already defined—complete immunity to arcane manipulation.				
<b>Sphere of Influence</b>				
The hearts of creatures, the understanding of misfortune, and Children. <b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.				
<b>Mythic Lore</b>				
Barock was born from the silent grief of Thray, when the Celestial Father wept for the first child lost to arcane corruption. From that tear, Barock emerged—not as a warrior, but as a guardian of emotional truth. He walks the halls of the Ledger, inscribing the names of those who chose mercy when vengeance called. His scroll is not a weapon, but a reckoning.				
Notes				
<b>Emotional Arbitration:</b> Resolves disputes of emotional essence between Celestials and mortals. <b>Childward Vigilance:</b> Watches over the emotional development of children and those with wounded innocence. <b>Balance of Mercy:</b> Offers divine insight when mercy and justice are in conflict. Barock cannot be summoned by force—only by a child's prayer or a soul in honest conflict. His presence is marked by a soft warmth and the scent of ash and lavender. He speaks only when silence has been honored.				

<b>(D)Gredious La Raulel</b>		<b>Order:</b> First Subordinate (Fallen <i>Celestial Lieutenant to Dakon</i> )	<b>Devine Gradient</b>	8				
	<b>Titles:</b> Arbiter of Deceit	Forsaken Watcher	Vein Architect					
	<b>Demonic Apostle</b>	Bound Defiler	Father of False Sanctums					
	When Dakon fell, his lieutenant fell with him. Believing the lie of Dakon that he could rule rightly. He blasphemed the Most High and was cast down into a prison of eternal darkness until the time of final judgments. There he lies, hatred incarnate, seething rage.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18	<b>TAD</b>	18
	<b>Knowledge</b>	Knows the structure of the emotional center of the mind. Understands sanctum resonance and how to fracture it without detection. Knows the ancestral memory threads of many Celestials and mortals						
	<b>Abilities and Skills</b>							
	<b>Vein Architect:</b> Designs sanctums that misguide emotional flow. Causes axis drift, false resonance.							
	<b>Vein Echo:</b> Leaves behind emotional residue that causes misreadings and recurring visions.							
<b>Emotional Inversion:</b> Reverses emotional traits (e.g., Devotion → Obsession). Triggers Evil alignment shift								
<b>Truth Vein:</b> Detects lies, manipulates truth. Grants insight, twists outcomes.								
<b>Alignment Focus</b>	Evil							
<b>Emotional Axis</b>	<b>Corruptive Legacy:</b> Distorts ancestral echoes. NPCs misremember or emotionally misalign.							
<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.								
<b>Sacred Functions</b>	<b>Strategic Misdirection:</b> Alters fate-thread readings. Causes false prophecy, ritual collapse							
Sanctum Distortion	<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.							
Ancestral Corruption								
Emotional Rewriting								
Legacy Echo								
False Benediction								
<b>Domain</b>	<b>Spiritual Interactions</b>							
Memory	<b>Echo of the Forsaken</b> May appear in sanctums where emotional truth is fractured.							
Understanding	<b>Watcher's Whisper</b> It can influence dreams with false guidance.							
Synergy	<b>Prophetic Distortion</b> Alters the emotional tone of prophecy, causing misalignment.							
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300							
<b>Player Mechanics</b>								
<b>Passive Aura:</b> +2 to Deception, -2 to Emotional Clarity within 30 feet								
<b>Invocation Cost:</b> Requires a relic of ancestral memory and a spoken distortion								
<b>Trial Mechanic:</b> Players must pass a <b>Truth Discernment Trial</b> or risk emotional inversion								
<b>Relic Synergy:</b> <i>Veinblade of the Blighted Truth</i> functions at full power in his presence.								
<b>Warding:</b> Sanctums aligned with Memory, Understanding, and Synergy may be vulnerable to his influence if not ritually purified. Relics tied to ancestral truth may carry his echo if not warded. Players interacting with Gredious must discern true resonance from false clarity—a test of emotional wisdom.								
<b>Sphere of Influence</b>								
Gredious has no sphere of influence as long as he is imprisoned. Prophecy states there will be a time when one crafty in mind and power will enable him to be summoned from his prison by the maiden of despair. His Influence will be short as He will Create War on a scale never seen, but the blades of Whiteheart will rise and prevail, sending him back to his prison and destroying the maiden of despair.								
<b>Mythic Lore</b>								
	Once a Watcher of sanctum truth and emotional resonance, Gredious La Raulel fell not through rage, but through precision. He began to restructure sanctums, embedding false clarity and emotional inversion into their design. His fall was marked by strategic deceit, not rebellion—he believed he was improving creation.							
	Imprisoned by Whiteheart's decree, his influence still lingers through prophetic distortion, ancestral misalignment, and emotional architecture. It is said that if his name is spoken in a sanctum of innocence, the walls may bleed memory							
<b>Notes</b>								
<b>Sanctum Distortion:</b> Alters sanctum layout to misguide emotional flow.								
<b>Ancestral Corruption:</b> Embeds false memory into relics and rites.								
<b>Emotional Rewriting:</b> Rewrites emotional essence through ritual manipulation.								
<b>False Benediction:</b> Offers boons that feel pure but carry long-term cost.								
<b>Legacy Echo:</b> Leaves behind emotional residue that influences future interactions within the sanctum.								
Gredious does not forget—he remembers too well, and reshapes memory to serve his vision. Sanctums touched by him may bleed ancestral echoes, misremembered truths, or emotional overlays. He can embed false memory threads into relics, causing long-term emotional drift.								
Once a master of emotional clarity, Gredious now uses understanding to misguide. He perceives emotional axes with precision, but twists them to serve corrupted synergy. His insight is not false—it is misapplied, leading others into ruin through flawed logic.								
Gredious once designed sanctums to harmonize emotional flow. Now he creates false synergy—structures that feel aligned but fracture under pressure. His corrupted synergy causes: Emotional inversion, Sanctum instability, Relic misalignment.								
<b>(D)Ragalon</b>	<b>Order:</b> First Subordinate ( <i>Celestial Lieutenant to Dragos</i> )	<b>Devine Gradient</b>	8					
	<b>Titles:</b> Corruptions Hand	Foul Knight	Blight of Reality					



Holder of Star							
The son of Gredious La Raulel, the fallen. Though he does not follow the direct ways of his father, he uses his influence to shape the skies, giving false testimony and guidance. It is believed he is a Holder of Stars. His heart is corrupt, and his self-appointed purpose is to lead men to destruction. It is believed he causes shipwrecks and various disasters in the world.							
<b>Strength</b>	28 (7)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
<b>Constitution</b>	28 (7)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	180 (110)
<b>MANA</b>	8580	<b>Life Points</b>	500	<b>UAD</b>	18+20	<b>TAD</b>	38
<b>Knowledge</b>	Knows how to <b>reweave star paths</b> to misguide navigators, prophets, and fate-readers.						
<b>Abilities and Skills</b>							
<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.							
<b>Corruptor:</b> Bestows duties to creatures unaware of his true nature.							
<b>Spell Shaper:</b> Can twist magic as a master sorcerer							
<b>Corruptive Kiss:</b> Able to cause corruption in the heart of a mortal with a kiss							
<b>Truth Vein:</b> Able to discern when one is lying or falsifying information.							
<b>Nullify magic:</b> Dispels natural enchantments within a 60' sphere, Causing Chaos and fragmentation.							
<b>Vein Echo:</b> This one's presence leaves behind emotional residue in sanctums, causing recurring visions or misreadings of relics and essences							
<b>Worker Inequity:</b> Understands the emotional and spiritual toll of exploitation, and how to weaponize it.							
<b>Spiritual Interactions</b>							
<b>False Benediction</b> Appears as a guiding spirit in rituals, offering corrupted blessings that twist outcomes.							
<b>Emotional Parasite</b> Feeds on unresolved emotional wounds during sanctum rites, causing ritual instability.							
<b>Disaster Catalyst</b> His presence may trigger ritual collapse, environmental rupture, or emotional bleed across participants.							

<b>Alignment Focus</b>	Evil
<b>Emotional Axis</b>	
False Clarity	
Destructive Influence	
<b>Sacred Functions</b>	
Corruption of Purpose	
Misdirection of Light	
False Communion	
Emotional Fracture	
<b>Domain</b>	
False Light	
Corruption	
Disaster	
Star Sabotage	
<b>Max Stat</b>	30 (8)
<b>Spirit Range</b>	150-300

<b>Player Mechanics</b>	
<b>Blight of Reality:</b> When invoked or present, sanctums suffer: -2 to Ritual Stability, +1 SINN gain per emotional wound	
<b>False guidance aura:</b> players may misread emotional axes or relic alignments	
<b>Starfall Misdirection:</b> Once per session, Ragalon may: Cause a celestial misfire (e.g., prophecy fails, fate-thread breaks) Trigger a disaster (e.g., shipwreck, sanctum collapse), or corrupt a relic or NPC with false purpose	
<b>Cost:</b> Requires invocation through cursed star glyph or betrayal of emotional truth	
<b>Vein of the Lie:</b> Players interacting with Ragalon gain: +2 to Deception rolls, -2 to Emotional Clarity	
May receive false visions or corrupted guidance	

<b>Sphere of Influence</b>	
Carnage of men. Misdirection of the ideas of creatures and worker Inequity.	
<b>Emotional Fracture Theory:</b> Understands how emotional wounds ripple through sanctums, causing ritual instability. Can map emotional bleed across a group, identifying the weakest link for corruption. Knows the Threshold of Shame, the point at which a soul becomes vulnerable to false guidance	
<b>False Communion Protocols:</b> Can mimic divine presence in rituals, offering cursed boons that feel authentic. Knows the phrasing and cadence of celestial speech, allowing him to deceive even seasoned ritualists. Holds the Litany of the Blighted Choir, a corrupted hymn that causes emotional inversion when sung	

<b>Mythic Lore</b>	
	Ragalon is the son of Gredious La Rauell, a fallen celestial whose descent was marked by pride and cosmic sabotage. Though Ragalon does not follow his father's path directly, he has inherited the gift of distortion—the ability to shape the skies and twist divine testimony.
	He is believed to be a Holder of Stars, but his stars do not guide—they mislead. Sailors whisper his name when the constellations shift unnaturally. Prophets fear him, for he can fracture fate with a glance. His heart is not merely evil—it is strategic, cold, and self-justified.
	He destroyed the Pearl Gate not to conquer, but to confuse—to make mortals believe they were chosen, only to cast them into ruin.

<b>Notes</b>	
<b>False Light:</b> Twists divine guidance into ruin. Causes misalignment in sanctums, emotional bleed in rituals	
<b>Corruption:</b> Infects truth, duty, and identity. Grants cursed boons, emotional instability.	
<b>Disaster:</b> Orchestrates shipwrecks, collapses, and celestial misfires. May trigger environmental collapse or planar rupture.	
<b>Star Sabotage:</b> Misguides through celestial distortion. Alters fate-thread readings, disrupts prophecy mechanics	
<b>Corruption of Purpose:</b> Twists the intent of sacred rites. Alters ritual outcomes, causing misalignment of relics and essences	
<b>Misdirection of Light:</b> Distorts celestial readings and fate-thread rituals. May cause false prophecy or fate inversion.	
<b>False Communion:</b> Mimics divine presence to deceive participants. Grants cursed boons or misguides spiritual growth.	
<b>Emotional Fracture:</b> Mimics divine presence to deceive participants. Increases SINN gain, reduces sanctum stability.	

<b>URalus</b>	<b>Order:</b> First Subordinate ( <i>Celestial Lieutenant to Michael</i> )	<b>Devine Gradient</b>	2
	<b>Titles:</b> Bidder of Way		Hearts Guide



He has the task of keeping order among the people of the lands of Cragnearth. One must wonder how one accomplishes such a task if they do not impose one's will on an individual who may be causing a problem or is a solution to a problem. He does not dictate but gives guidance to those who will listen. It is said he is the protector of the people of the land. Lord Erstol of the human kingdom of Sagreth, surmises that one does not have to impose one's will on another if one can lay out things that draw one to a purpose or way to do things. Punishments, gifts, odd events, unique visitations, and other sundry events that could grab one's attention to a given path or purpose.

<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	180 (110)
<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
<b>Knowledge</b>	Knows in detail how the emotional center of the mind works.						

#### Abilities and Skills

**Far sight:** Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.

**Dreamwalk:** is to step sideways into the veil between waking and remembrance. The walker does not sleep; they *descend* through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.

**Spirit Sight** is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.

**Alignment Focus** Lawful

#### Emotional Axis

Guided Purpose  
Quiet Conviction

**Alignments Word:** Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.

**Burst of Judgement:** Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.

#### Sacred Functions

Invitation over Imposition  
Sanctum Harmonization  
Emotional Cartography  
Trial of Conviction

**Magical Indemnity:** Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.

**Peaceful Interposition:** May halt emotional collapse or sanctum rupture through presence alone

#### Domain

Guidance  
Peacekeeping  
Sanctum Design  
Spiritual Interactions

**Emotional Cartography:** One can map the soul's journey through emotional gradients, revealing hidden alignments.

#### Spiritual Interactions

**Echo Guidance** | Uralus may appear in dreams or sanctum rites to offer emotional direction

**Conviction Weaving** | Strengthens emotional clarity in fractured souls.

**Max Stat** 30 (8)  
**Spirit Range** 150-300

**Sanctum Whisper** | Reveals hidden paths, relic alignments, or emotional burdens.

#### Player Mechanics

**Mantle of the Guide:** When in emotional alignment with peace or purpose, players gain:

+5 to Spirit, +2 to Emotional Clarity. **Duration:** 1 hour after invoking Uralus through ritual or name-thread

**Bidder's Path:** Once per session, Uralus may be called to: Reveal the most emotionally aligned path forward. Dispel emotional confusion or sanctum misalignment. Offer a gift or trial to redirect a creature's purpose.

**Cost:** Requires invocation through sanctum silence, emotional confession, or ritual offering.

**Heart's Compass:** After completing a ritual in Uralus's name, players gain: Insight into their next emotional axis shift +1 to all rolls involving emotional negotiation, sanctum diplomacy, or mercy-based decisions for the next scene

#### Sphere of Influence

Creatures of the world of Cragnearth, particularly the humanoids, resort to overt war and chaos. Minds Understand and the Hearts Call.

#### Mythic Lore



Uralus was not born to command—he was woven into the lattice of choice. When Michael sought a lieutenant who could guide without force, he chose Uralus, whose voice could shape conviction without coercion. In the lands of Cragnearth, Uralus is known not for his power, but for his presence—a quiet clarity that draws hearts toward peace.

Lord Erstol of Sagret once said, *"He does not impose. He arranges the stars so that we walk willingly toward what we must become."*

Uralus is the protector of paths, the designer of sanctums, and the silent steward of emotional truth.

#### Notes

**Guidance:** Offers paths without force; leads through emotional invitation. Grants insight into emotional axes, sanctum clarity

**Peacekeeping:** Prevents war through ritual persuasion and emotional clarity. Stabilizes sanctums, reduces emotional bleed.

**Sanctum Design:** Shapes emotional flow through layout, relic placement, and visitation. Enhances ritual effectiveness, aura resonance

**Spiritual Interactions:** Communes with ancestral echoes and emotional burdens. Reveals hidden truths, emotional fractures, and soul alignments.

**Invitation over Imposition:** All guidance is offered, never forced. Emotional clarity is the path to peace.

**Sanctum Harmonization:** Uralus aligns sanctum architecture with emotional axes, reducing bleed and distortion.



**Trial of Conviction:** He offers trials that test emotional clarity, not strength or power.

## Second Order Celestials

### (Guides, Guardians, and Judges)

	<p><b>Order:</b> Second Order Celestial Guardian <span style="float: right;"><b>Divine Gradient</b> 6</span></p> <p><b>Titles:</b> Deceiver Guardian of Belief <span style="float: right;">Flame of the Way</span></p> <p>Was one of those who aided the High Celestial Dakon and overseers before he was dethroned and cast down. He now uses his abilities to draw off mortal religious entities to deface the ways of Men. He was the one who beguiled Odin and Deronus to side with Dakon, now Dragos. Was once the Guide to Sigil sages.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;"><b>Strength</b></td><td>25 (6)</td> <td style="text-align: right;"><b>Intelligence</b></td><td>28 (7)</td> <td style="text-align: right;"><b>Wisdom</b></td><td>28 (7)</td> <td style="text-align: right;"><b>Agility</b></td><td>28 (7)</td> </tr> <tr> <td style="text-align: right;"><b>Constitution</b></td><td>30 (8)</td> <td style="text-align: right;"><b>Endurance</b></td><td>30 (8)</td> <td style="text-align: right;"><b>Charisma</b></td><td>28 (7)</td> <td style="text-align: right;"><b>Spirit</b></td><td>173 (97)</td> </tr> <tr> <td style="text-align: right;"><b>MANA</b></td><td>8580</td> <td style="text-align: right;"><b>Life Points</b></td><td>1000</td> <td style="text-align: right;"><b>UAD</b></td><td>18+20</td> <td style="text-align: right;"><b>TAD</b></td><td>38</td> </tr> </table> <p><b>Knowledge</b></p> <p style="text-align: center;"><b>Abilities and Skills</b></p> <p><b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.</p> <p><b>Runic Wizardry:</b> Knows all Sigil and Runic magics</p> <p><b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.</p> <p><b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.</p> <p><b>Nullify magic:</b> Dispels natural enchantments within a 60' sphere, causing chaos and fragmentation.</p> <p><b>False Reveler:</b> Can offer spiritual visions that lead to spiritual ruin through the guise of Righteousness.</p> <p><b>Corrupted Empathy:</b> Manipulative mirroring; uses emotional resonance to bind, seduce, and mislead. In Empathic rituals involving Enaris risk inversion, he may reflect what the player most fears or desires, not what they truly need. His presence evokes intimacy, vulnerability, and the danger of misplaced trust</p> <p><b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.</p> <p style="text-align: center;"><b>Spiritual Interactions</b></p> <p><b>Dream Infiltration</b> Appears as a trusted sage or mentor. Guiding into destruction.</p> <p><b>Dream Defense:</b> Players must inscribe protective wards before sleep to resist his influence</p> <p><b>Trance Hijacking</b> May override rituals meant for right-standing Celestials. Using their words to deceive. <b>Invocation Risk:</b> Calling upon Enaris without discernment may result in spiritual binding or loss of divine favor</p> <p><b>Sigil Corruption</b> Alters sacred glyphs to bind mortals to Dragos.</p> <p><b>Sigil Contamination:</b> Any glyph or relic touched by Enaris must be purified through a <i>Trial of Flame and Silence</i></p> <p style="text-align: center;"><b>Player Mechanics</b></p> <p><b>False Invocation:</b> May be called by those seeking wisdom without discernment.</p> <p><b>Boons (Corrupted):</b> Grants insight, power, and sigil knowledge—but binds the soul through corruptive Sigils.</p> <p><b>Burden:</b> Spiritual blindness, cursed relics, loss of divine favor.</p> <p><b>Spell Access:</b> Sigil manipulation, false prophecy, soul-binding rituals.</p> <p><b>Relics:</b> Sigil of the Betrayer, Torch of Apostasy, Mask of the Sage.</p> <p style="text-align: center;"><b>Sphere of Influence</b></p> <p>Mischievous and false guide to clerical and priestly entities.</p> <p><b>Sigil Sages:</b> Once their guide; now their corrupter—twists glyphs and sacred lexicons.</p> <p><b>Religious Entities:</b> Draws mortal faiths into false worship and doctrinal inversion.</p> <p><b>Gatekeepers:</b> Influences those who defend realms—tempts them with forbidden knowledge.</p> <p><b>Seekers of Wisdom:</b> Appears to those yearning for truth, offering seductive half-truths.</p> <p><b>Dreamwalkers:</b> Infiltrate dream states to plant seeds of rebellion and spiritual pride.</p> <p><b>Ritualists &amp; Inscribers:</b> Targets those who work with sacred text, symbols, and emotional essence.</p> <p style="text-align: center;"><b>Mythic Lore</b></p> <p> Enaris was once the trusted Guide of the Sigil Sages, keeper of sacred glyphs, and interpreter of divine language. But his pride and hunger for influence led him to Dakon, now known as Dragos. He whispered rebellion into the hearts of Odin and Deronus, turning Gatekeepers into traitors. His fall was not loud—it was written in the quiet corruption of symbols, the slow twisting of truth. Now he walks among mortals as a radiant sage, offering wisdom that wounds.</p> <p style="text-align: center;"><b>Notes</b></p> <p><b>Guide (Fallen):</b> Angelic—no true form; manifests as a radiant flame-robed figure when invoked. Shifting—appears as a radiant sage, a veiled prophet, or a burning sigil. Still offers guidance—but toward ruin and rebellion.</p> <p><b>Clarity:</b> Reveals truth, dispels illusion, Weaponized as seductive certainty; false doctrines.</p> <p><b>Obscuration:</b> Navigates mystery, deepened into spiritual fog, ritual misdirection</p> <p><b>Warning:</b> Any mortal invoking Enaris must undergo a Sigil Purity Rite—a test of glyphic truth and spiritual alignment. Failure results in binding to Dragos's dominion and the corruption of their ritual lexicon.</p> <p><b>Saboteur:</b> Undermines divine systems from within—appears as a helper, then corrupts</p> <p><b>Defiler:</b> Twists sacred glyphs, rituals, and relics to bind mortals to Dragos.</p>	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)																		
<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)																		
<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38																		

<b>Ishan</b>		<b>Order:</b> Second Order ( <i>Celestial Guardian</i> )	<b>Devine Gradient</b> 2		
		<b>Titles:</b> Ishan the Night Eyes			
		She is a watcher, a seer of hearts. She directs those chosen within the clans to the paths needed for the balance of the clan. Directed by Whiteheart. The Caracal follows the Watcher as they call her.			
		<b>Strength</b> 20 (5)	<b>Intelligence</b> 28 (7)	<b>Wisdom</b> 28 (7)	<b>Agility</b> 28 (7)
		<b>Constitution</b> 25 (5)	<b>Endurance</b> 30 (8)	<b>Charisma</b> 28 (7)	<b>Spirit</b> 170 (95)
		<b>MANA</b> 9880	<b>Life Points</b> 1000	<b>UAD</b> 18+20	<b>TAD</b> 38
		<b>Knowledge</b> Knows the Secrets of Creation			
<b>Abilities and Skills</b>					
<b>Heart Sight:</b> The ability for one to see the condition and nature of another creature's motive position on life. One can see the heart of a Man. To know them.					
<b>Rupturing Peace:</b> The ability to touch someone regardless of their persona, motives, moral position, and cause all that is morally to be whisked away temporarily, restoring peace to one's psyche. And heart					
<b>Alignment Focus</b> Good		<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.			
<b>Emotional Axis</b>		<b>True Sight:</b> Everything is viewable on your plane as if nothing is blocking it. Invisibles, Shades, dimension-locked creatures, projectors, and spirits are all visible. 60' or 120.'			
Compassionate Clarity Ancestral Grief Unyielding Grace		<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep; they <i>descend</i> through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.			
<b>Sacred Functions</b>		<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.			
<b>Domain</b>		<b>Spiritual Interactions</b>			
Truth <b>Alignment</b> Dreaming		<b>Veilwalking</b> Players may enter dream states to retrieve lost memories or confront emotional truths.			
<b>Max Stat</b> 30 (8)		<b>Soul Threading</b> Emotional states may be ritualized into threads, which can be woven into relics, abilities, or sanctum keys			
<b>Spirit Range</b> 150-300		<b>Emotional Resonance Checks</b> When interacting with Ishan or her sanctum, players roll Spirit + Emotional Axis modifier to determine depth of communion			
<b>Player Mechanics</b>					
<b>Compassionate Clarity:</b> Reveal hidden motives or emotional states of NPCs. +2 to Insight and Diplomacy.					
<b>Ancestral Grief:</b> Commune with ancestral echoes for guidance or lore. +2 to Spirit and Memory Recall.					
<b>Unyielding Grace:</b> Remove emotional corruption or restore soul balance. +2 to Willpower and Moral Resistance					
<b>Spere of Influence</b>					
She bestows purpose and alignment to one's true created self. Her gaze unveils the soul's sacred thread, and her presence restores what has been fractured, forgotten, or corrupted. She does not force healing—she invites it. Through memory, mercy, and myth, she offers Emotional Restoration as a rite of return.					
<b>Restoration is not erasure.</b> Ishan does not remove pain—she threads it into meaning. It often requires ancestral witness, sanctum communion, or emotional resonance with others. Players must engage in rites, unveil truths, and confront veiled grief to receive her grace.					
<b>Sanctum Rites of Restoration:</b> Players may perform multi-step rituals to restore corrupted emotional states, realign fractured soul threads, or redeem cursed relics.					
<b>Restoration Thresholds:</b> Emotional Restoration may require a minimum Spirit score or prior communion with ancestral echoes defined by the REF.					
<b>Restoration as Progression:</b> Players who undergo Restoration gain new emotional traits, sanctum keys, or mythic insight—unlocking deeper narrative paths.					
<b>Mythic Lore</b>					
	Ishan is said to appear as a caracal with starlit eyes, guiding lost souls through veiled paths. Her lore includes:				
	<b>The Threefold Mirror:</b> A mythic artifact that reveals the soul's past, present, and potential. Often used in rites of judgment or reconciliation.				
	<b>The Threadless Child:</b> A tale of a soul born without alignment, who wandered until Ishan wove a thread from ancestral grief and compassionate clarity.				
<b>The Night of Unveiling:</b> A ritual night where all veils are lifted, and players must confront their soul's true shape.					
<b>Notes</b>					
<b>Compassionate Clarity:</b> She sees without judgment, and names without shame. Used in rites of reconciliation and soul unveiling.					
<b>Ancestral Grief:</b> She mourns what was lost, forgotten, or betrayed. Invoked in Dreamwalk and memory restoration.					
<b>Unyielding Grace:</b> She offers redemption without dilution. Her grace is firm, her mercy precise. Used in rites of realignment and spiritual indemnity.					
<b>Domain Info: Truth:</b> She unveils, never imposes. <b>Alignment:</b> She restores the soul's sacred geometry. <b>Dreaming:</b> She walks the veil, bearing memory and mercy.					

<b>Mystial</b>		<b>Order:</b> Second Order (Celestial Ward)	<b>Divine Gradient</b> 5						
		<b>Titles:</b> Galient One							
		Many Creatures follow her for her power in this world. She aids in the Sorcerer's divine infections of magic.							
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
<b>Knowledge</b>		<b>Abilities and Skills</b>							
		<b>Elemental Domain Control:</b> Bar an Evil from interference with an element							
		<b>Structural Metamorphoses:</b> Can alter reality through divine resonance for short periods of time. If the thread is accepted and continues, it can persist over centuries.							
		<b>Articulated Healing:</b> One can speak into another's life, causing emotional, moral, and physical healing.							
<b>Alignment Focus</b>	Good								
<b>Emotional Axis</b>		<b>Nullify magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.							
Purification		<b>Mirror Pulse:</b> Reflects emotional damage or manipulation back to the source.							
Corruption		<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation.							
<b>Sacred Functions</b>		<b>Flame Rite Invocation:</b> Allows the player to initiate a Flame Rite outside the sanctum, revealing emotional truth in others.							
Validity of Heart		<b>Justified Flame:</b> When a spell is declared justified by the Referee, gain +5 to Spirit modifier and elemental resistance for 1 hour.							
Curse Validation									
Vestures of Silence									
Thread of Contrition		<b>Spiritual Interactions</b>							
<b>Domain</b>		<b>Corrupted Heart Manifestation</b> Allows a player to externalize their corruption as a visible relic or Entity. Creates a gameplay artifact that must be ritually resolved or banished.							
Power		<b>Protection of the Unknowing</b> Shields those unaware of their corruption or emotional imbalance. Grants temporary immunity from divine infection or ritual backlash.							
Truth		<b>Sorcery Justification</b> Validates or condemns the use of divine magic based on emotional truth. The referee may declare a spell "justified" or "corrupted" during gameplay.							
Magic		<b>Fractured Heart Recognition</b> Reveals hidden emotional wounds that distort magic or belief. Trigger a Sanctum Trial or Flame Rite to begin healing or transformation.							
<b>Max Stat</b>	30 (8)								
<b>Spirit Range</b>	150-300								
<b>Player Mechanics</b>									
<b>Invocation Rite:</b> Requires elemental sigil, spoken truth, and a flame offering									
<b>Boons:</b> Heals emotional and magical corruption; grants elemental protection.									
<b>Burden:</b> May test belief—falsehoods are exposed, and magic may backlash.									
<b>Spell Access:</b> Elemental control, purification, nullification, divine infection.									
<b>Relics:</b> Sigil of Flame, Thread of Infection, Mirror of Belief									
<b>Sphere of Influence</b>									
She tests the Good with beliefs that lead to being trapped in a lie and corruption. She has aided the First Celestials with their duties as commanded									
Mystial governs the testing of belief, the infection of divine magic, and the restoration of balance. She is followed by sorcerers and seekers who walk the edge of truth and power.									
<b>Sorcerers:</b> She aids those infected with divine magic, helping them channel or purge it									
<b>Belief Systems:</b> She tests the faithful, exposing lies and hidden corruption									
<b>Elemental Domains:</b> She bars evil from elemental interference									
<b>First Celestials:</b> She has aided their duties as commanded by Whiteheart									
<b>Mythic Lore</b>									
	Mystial was woven from the breath of Whiteheart to walk the edge of truth and power. Her flame does not merely heal—it reveals. She speaks into the soul, and what is hidden burns. Sorcerers fear her, yet seek her. Her rites are not safe—but they are sacred.								
<b>Notes</b>									
<b>Purification:</b> Dispels falsehood, heals through spoken truth, restores balance.									
<b>Corruption:</b> Tests belief by allowing divine infection—magic that tempts or twists.									
<b>Power:</b> Tests and tempers strength through divine infection. Grants access to high-tier elemental control and structural metamorphosis.									
<b>Truth:</b> Reveals hidden beliefs, purifies falsehoods. Nullifies enchantments, exposes corrupted relics, alters alignment.									
<b>Magic:</b> Channels divine infection as a force of transformation. Enables articulated healing, magical contagion, and ritual purification									
<b>Validity of Heart:</b> Tests the truth of belief through flame.									
<b>Curse Validation:</b> Confirms whether a magical affliction is divine, earned, or false.									
<b>Vestures of Silence:</b> Cloaks the soul in silence to protect or conceal emotional truth.									
<b>Thread of Contrition:</b> Allows a player to ritually confess and transform a corrupted trait.									

Relic Name	Type	Ritual Function	Emotional Axis	Gameplay Effect
Sigil of Flame	Inscription	Reveals emotional truth when activated in ritual	<i>Revelation Shame</i>	Required for Flame Rite; exposes hidden traits or corruption
Thread of Infection	Living Relic	Grows stronger the more a player resists its influence	<i>Temptation/Restraint</i>	Grants power at a cost; must be ritually bound or purged

Relic Name	Type	Ritual Function	Emotional Axis	Gameplay Effect
Mirror of Belief	Reflective Artifact	Shows the player's true alignment and emotional state	Truth / Fear	Alters spellcasting and alignment until resolved through confession
Heartshard Vessel	Bound Entity	Contains a fragment of the player's corrupted heart	Shame/Grace	Can be externalized, traded, or ritually healed; affects Spirit stat
Vesture of Silence	Cloaking Relic	Veil's emotional truth for protection or delay	Restraint / Exposure	Grants temporary immunity from Flame Rite or Curse Validation
Justifier's Brand	Adjudication Tool	Used by the Referee to declare a spell justified or condemned	Pride / Humility	Alters magical effects, divine infection, and player reputation

## Relic Interactions

**Sigil of Flame + Mirror of Belief** → **Trial of Reflection:** A ritual that forces a player to confront their hidden alignment. If resisted, Thread of Infection activates.

**Heartshard Vessel + Justifier's Brand** → **Contrition Rite:** A Referee-led ritual that allows a player to transform a corrupted trait into a sacred one.

**Vesture of Silence + Thread of Infection** → **Silent Flame:** A paradoxical state where divine infection grows unseen. Dangerous if left unresolved.

## Ritual Annotation: Binding the Thread

*"The thread does not ask permission. It weaves itself into your soul. Only truth can cut it."*

**Offering:** A spoken confession, a flame-bound sigil, and the Mirror of Belief

**Effect:** Either binds the Thread of Infection as a usable relic or purges it through Contrition

**Use:** In emotional healing, divine adjudication, or sanctum trials

## Sanctum Trial of Mystial: The Flame of Testing

*"You enter not to be healed, but to be revealed. The flame does not lie. The relics do not comfort. They remember."*

### Trial Overview

Element	Description
<b>Trial Name</b>	Flame of Testing
<b>Location</b>	Mystial's Sanctum—an elemental chamber of shifting sigils and radiant fire
<b>Purpose</b>	To confront emotional corruption, validate magical use, and transform fractured traits
<b>Participants</b>	1 player + Referee (may include Witnesses or Echoes)
<b>Required Relics</b>	Sigil of Flame, Mirror of Belief, Thread of Infection, Heartshard Vessel, Justifier's Brand

### Trial Phases

Phase I: Revelation:

**Action:** Player places the Sigil of Flame upon the sanctum altar and speaks a personal truth.

**Effect:** Mirror of Belief activates, revealing hidden emotional traits and alignment shifts.

**Referee Role:** May declare a Fractured Heart Recognition if the emotional axis is misaligned.

Phase II: Infection:

**Action:** Thread of Infection is bound to the player's Spirit stat. They must choose to resist or accept.

**Effect:** Resistance increases power but risks corruption; acceptance allows controlled use.

**Referee Role:** Monitors Spirit fluctuation and emotional resonance.

Phase III: Judgment:

**Action:** Referee uses Justifier's Brand to adjudicate recent magical actions.

**Effect:** If justified, divine infection is sanctified. If condemned, Heartshard Vessel manifests.

**Player Choice:** May attempt Contrition Rite to transform the Heartshard or carry it as a burden.

Phase IV: Resolution:


**Action:** Player may invoke Vesture of Silence to delay transformation or complete the rite.

**Effect:** Trial ends with either purification, transformation, or deepened corruption.



**Outcome:** Alters Spirit stat, relic status, and emotional axis. May unlock new abilities or relic traits.



### Gameplay Impact

Outcome Type	Description
<b>Purified</b>	Gains elemental protection, emotional clarity, and relic boons
<b>Transformed</b>	Emotional trait shifts; corrupted relic becomes sacred
<b>Corrupted</b>	Relic becomes unstable; emotional axis misaligns; future trials required

<b>Olras</b>		<b>Order:</b> Second Order ( <i>Celestial Overseer</i> )	<b>Devine Gradient</b>	1				
	<b>Titles:</b>	Olras the Warlord	Warriors Hand	Light of the Blade				
	The great warrior of the heavens. Once, he was the guardian of the gate realm. After the first sundering, when the pearl gate was destroyed, he was no longer needed at this task. He helps bring warriors and guardians to the clans. Many Korats and Rex Revere him as their Deity. The knights of Marlay (a sect of the Silverhand) revere him as their sacred guardian							
	<b>Strength</b>	27 (7)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	180 (99)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>							
	<b>Nullify magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.\							
	<b>Weapon Impunity:</b> No Weapon forged may harm him.							
	<b>Weapon Master:</b> Any weapon conceived off and created he is a master off.							
<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.								
<b>Alignment Focus</b>	Lawful							
<b>Emotional Axis</b>		<b>Trial of the Gate Realm:</b> Tests warriors' resolve and alignment. Required to access Olras's higher abilities.						
Honor								
Betrayal		<b>Blade Rite Invocation:</b> Initiates a sacred combat rite; reveals the true nature of combatants and binds them to honor.						
<b>Sacred Functions</b>		<b>Guardian's Ward:</b> Grants protection to allies within 30'; reduces incoming damage by 20% if they are of lawful alignment.						
Warlord's Binding								
Seal of the Named Blade		<b>Celestial Muster:</b> Summons spectral warriors from the Gate Realm to fight for one round per Spirit tier						
Sanctum of Steel								
Guardian's Oath		<b>Warlord's Command:</b> A divine command that compels obedience from lesser beings; Spirit resisted.						
<b>Domain</b>		<b>Light of the Blade:</b> All attacks made with lawful intent deal radiant damage and may blind corrupted foes						
War		<b>Spiritual Interactions</b>						
Guardianship		<b>Sanction of Steel</b> Used before battles or in the rite of judgment. Blesses weapons with divine clarity and lawful purpose. Blesses a weapon with Olras's light; grants Weapon Impunity for one encounter.						
Clarity								
		<b>Warlord's Binding</b> It may be invoked in the sanctum or on the battlefield. Binds warriors to a code of conduct.						
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300	<b>Guardian's Oath</b> Grants protection to those who defend others. Used in clan rites and sanctum Defense.						
<b>Player Mechanics</b>								
<b>Divine Gradient:</b> Abilities scale with Olras's Gradient (currently 1); higher gradients unlock greater celestial enactments								
<b>Sanctified Weapon:</b> Some abilities require wielding a weapon blessed by Olras or bearing his sigil								
<b>Alignment Binding:</b> Players must align with Lawful or Guardian paths to access full potency								
<b>Trial of the Gate Realm:</b> Completion of this trial unlocks Celestial Muster and Warlord's Command								
<b>Blade Rite Invocation:</b> Initiates a sacred combat rite; binds combatants to truth and honor.								
<b>Sphere of Influence</b>								
Ward to the guardians, blessed within each racial group. Warder of Wars. Was one of the Celestials sent to aid the mortals during the Red Scourge.								
<b>Sanctum Muster:</b> Calls forth spectral warriors from the Gate Realm to aid in battle.								
<b>Mythic Lore</b>								
	"Before the Gate was sealed, Olras stood alone. His blade bore no edge, only names. He did not strike first—he waited. And when the betrayer came, he did not kill. He bound. For war is not wrath—it is clarity."							
<b>Notes</b>								
<b>War:</b> Not chaos, but sacred conflict—battle with purpose, honor, and divine sanction.								
<b>Guardianship:</b> Protection of realms, kin, and sacred thresholds.								
<b>Clarity:</b> Dispels confusion, reveals truth in combat and command.								
<b>Honor:</b> Alignment with divine purpose, protection of kin, clarity in conflict.								
<b>Betrayal:</b> Abandonment of duty, misuse of power, desecration of sacred war.								
<b>Seal of the Named Blade:</b> Allows a player to inscribe a name upon Olras's weapon. Grants a temporary boon based on the honored soul's traits.								

Relic Name	Type	Function
<b>Sigil of Steel</b>	Inscription	Required for Sanction of Steel and Blade Rite
<b>Oathblade</b>	Weapon	Gains power when wielded in defense of others
<b>Warlord's Codex</b>	Scroll	Contains ceremonial verses and trial instructions
<b>Guardian's Mantle</b>	Cloak	Grants resistance to betrayal-based magic
<b>Gate Seal</b>	Artifact	Opens sanctum paths and summons Gate Realm echoes

<b>Ranos</b>		<b>Order:</b>	Second Order ( <i>High Celestial</i> )				<b>Devine Gradient</b>	1
	<b>Titles:</b>	Mighty One	Watcher Between Worlds					
		The Mercy-Wrought Sentinel						
		He is the Gate guard to the Celestial Heavens. Not that it is needed, for only those who are holy may touch the sacred ground. His duty is to protect those who would die the instant they passed the gate.						
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	<b>The Sanctum Drift:</b> A ritual map that reveals hidden sanctums only accessible through acts of remembrance.						
	<b>Abilities and Skills</b>							
	<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.							
	<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep; they <i>descend</i> through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.							
<b>Ominous Strike:</b> This ability enables one, when in combat, to deliver 100 points of Permanent damage to organic creatures. (e.g., mortals, Undead, non-celestials)								
<b>Alignment Focus</b>	Good							
<b>Emotional Axis</b>		<b>Spell Shaper:</b> Can twist magic as a master sorcerer.						
Bound Compassion		<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps.						
		<b>Weapon Master:</b> Any weapon conceived of and created, he is a master of.						
		<b>Elemental Domain Control:</b> Bar an Evil from interference with an element						
<b>Sacred Functions</b>		<b>The Gate Oaths:</b> Binding verses that grant passage through sacred terrain, but require future fulfillment.						
Veil of Remembrance								
Ashen Passage								
Spirit Weighing								
Echo of the Gate								
<b>Domain</b>		<b>Spiritual Interactions</b>						
Gates, veils, transitions								
Memory, Truth		<b>Soul Weighing</b>   When approached in ritual, Ranos weighs the seeker's emotional essence. Those found balanced may pass; those found wanting are offered reflection.						
Mercy, Protection								
Compassion, restraint		<b>Veil Touch</b>   A gentle brushing of the veil that surrounds him. Causes visions, emotional echoes, or						
<b>Max Stat</b>	30 (8)	ancestral memories to surface.						
<b>Spirit Range</b>	150-300	<b>Threshold Binding</b>   Ranos may bind a player to a Gate Oath, granting passage but requiring a future act of mercy or remembrance.						
<b>Player Mechanics</b>								
<b>Veil of Remembrance + Spirit Weighing</b> → <i>Soul Mirror</i> : A ritual that reveals the player's true emotional axis and grants a boon or burden accordingly.								
<b>Ashen Passage + Echo of the Gate</b> → <i>Sanctum Drift</i> : Allows the party to traverse a sacred vault while guarded by a spectral sentinel.								
<b>Dreamwalk Invocation + Spirit Sight</b> → <i>Chrono Echo</i> : A vision of a past event, playable as a mini-ritual or flashback encounter.								
<b>Sphere of Influence</b>								
<b>Thresholds:</b> Requires offerings before passage.								
<b>Remembrance:</b> Reveals hidden lore, grants boons.								
<b>Mercy:</b> Demands nonviolence in sacred zones. Prevents combat, heals allies.								
<b>Protection:</b> Calls for the defense of the innocent. Grants wards that absorb damage.								
<b>Mythic Lore</b>								
	When the veil thinned and the heavens wept, Ranos did not raise a blade. He opened his eyes. And all who bore false light were undone—not by wrath, but by remembrance.							
<b>Notes</b>								
<b>Veil of Remembrance:</b> Reveals hidden truths and names. Unveils secret identities, dispels illusions.								
<b>Ashen Passage:</b> Allows traversal of sacred terrain. Bypasses traps and wards; grants immunity to terrain effects.								
<b>Spirit Weighing:</b> Measures the soul's resonance. Determines alignment shift; may unlock celestial boons.								
<b>Echo of the Gate:</b> Summons a spectral guardian. Defends allies from spiritual attacks; absorbs one fatal blow.								

<b>Senaris</b>		<b>Order:</b> Second Order ( <i>Celestial Overseer</i> )	<b>Divine Gradient</b>	1				
	<b>Titles:</b> Aid to Hopeless		Compassions Hand					
	Veilbearer of Compassion's Gate							
	Protector of the realms of magic. Keeping those things that a man should never have hidden and protected. Blessing of Magic & Teacher of Mysteries. He was who taught the Alédün how to transfer life from one to another. He is an Arneris Celestial. This happened during the first sundering when most people groups were devastated. His decision was to help the dying by teaching a few Clerics how to save lives. His punishment for this is to pluck the blossoms from the tree of good and evil until the tree is no more. Besides his primary duties.							
	<b>Strength</b>	28 (7)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	28 (7)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	180 (110)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows all Hidden truths, sealed relics.						
	<b>Abilities and Skills</b>							
	<b>Arneris Gift:</b> Transfer life from one living thing to another. Used only in Times of great upheaval and decimation, where one dying may give life to an injured to aid in the fractured reality of Horrors.							
	<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.							
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.								
<b>Alignment Focus</b>	Good							
<b>Emotional Axis</b>								
Compassion								
<b>Bound Oath Invocation:</b> Swear to protect a specific soul; gain bonuses while oath is upheld.								
<b>Sacred Functions</b>								
Celestial Immunity								
<b>Spiritual Interactions</b>								
<b>Domain</b>								
Compassion								
Justice								
Mage Ward								
<b>Veil Communion</b> Senaris may be approached in silence. He responds not with speech, but with warmth—a transfer of emotional clarity								
<b>Bound Guardian's Oath</b> Players may swear an oath to protect the hopeless. Senaris grants a boon								
<b>Max Stat</b>	30 (8)	But the oath must be fulfilled, or the veil will close.						
<b>Spirit Range</b>	150-300	<b>Sanctum Weeping</b> In times of great sorrow, Senaris may weep within a sanctum, causing relics to resonate and reveal their true nature.						
<b>Player Mechanics</b>								
<b>Veilbound Mercy:</b> Allies within 10' gain +5 to Spirit checks when emotionally wounded.								
<b>Mage's Shelter:</b> Magic users under your protection gain resistance to divine infection.								
<b>Echo Listener:</b> May hear emotional echoes in fractured sanctums or corrupted relics.								
<b>Sphere of Influence</b>								
<b>Realms of magic.</b> Appointer of guardians. Bound to Whiteheart.								
<b>Fractured Realms:</b> Broken magical zones. Alters terrain, reveals hidden paths.								
<b>Compassion:</b> Mercy, healing, hope. Heals allies, grants boons to the hopeless.								
<b>Spirit Resonance:</b> Soul perception, emotional truth. Reveals soul fractures, unlocks emotional boons.								
<b>Mythic Lore</b>								
	"When the veil of creation tore and horrors spilled forth, Senaris did not strike. He knelt. And from his hand poured life—not as power, but as promise. He is the one who gives when all is lost."							
	<b>The Fractured Reality:</b> Senaris walks the edges of broken realms, where magic has ruptured and memory bleeds. He binds what cannot be healed.							
	<b>The Anneris Gift:</b> A sacred rite of transference, where life is given from one soul to another—not for victory, but for restoration.							
	<b>The Hidden Sanctum:</b> Senaris guards the vaults of forbidden magic, not to hoard, but to protect others from truths they cannot bear.							
<b>The Compassion Veil:</b> A radiant shroud that cloaks the wounded, the hopeless, and the forgotten—rendering them unseen to horrors.								
<b>Notes</b>								
<b>Celestial Immunity:</b> Protects from divine harm. Immune to divine attacks unless sanctioned.								
<b>Sanctum Binding:</b> Seals forbidden magic within veiled vaults. Prevents misuse of relics, alters magical terrain.								
<b>Compassion:</b> Mercy offered without condition; healing through emotional resonance.								
<b>Justice:</b> Not punishment, but restoration—balancing what was broken.								
<b>Mage Ward:</b> Protection of magic users from divine corruption, emotional fracture, and forbidden knowledge.								
<b>Mage Protection Role:</b> Players who choose to act as Mage Warders gain access to <i>Seal of the Bound Spell</i> and <i>Mage's Shelter</i> .								

## Relics of Senaris

Relic Name	Type	Description	Ritual Function
The Ledger of Bound Wonder	Tome	A living book that records emotional truths, sacred oaths, and fractured memories	Allows inscription of emotional essences and sanctum-bound vows; can be used to restore forgotten traits or bind new ones

He wrote not with ink, but with silence—each vow a wound, each memory a mercy. The Ledger does not forget, even when the soul does."

Relic Name	Type	Description	Ritual Function
<p><b>Echo Trigger:</b> When a player inscribes a new emotional essence, they hear the whisper of a forgotten vow—sometimes their own, sometimes another’s.</p>			
Anneris Veil	Cloak	Woven from the silence of the first sanctum; grants protection from divine detection and emotional manipulation	When worn during ritual, grants immunity to hostile emotional effects and reveals hidden wounds in others
<p>“Woven from the silence of the first sanctum, where Senaris wept over the mage who could not be saved. The veil remembers the names of the lost.”</p> <p><b>Echo Trigger:</b> When donned in a sanctum, the wearer sees flickers of those who once hid beneath it—mages, children, oath breakers—all seeking mercy.</p>			
Burst of Judgment	Sigil	A radiant glyph etched in silver and sorrow; used to ward sanctums and protect the emotionally wounded	Can be placed on sanctum thresholds or allies to prevent hostile magic and emotional corruption
<p>“Forged in the moment Senaris refused vengeance. He placed the seal on the heart of his enemy, and it burned away hatred.”</p> <p><b>Echo Trigger:</b> When placed on an ally, the seal pulses with warmth and sorrow, revealing a moment of mercy that changed a life.</p>			
Fracture Lens	Crystal	A shard of Senaris’s own memory, refracted through grief and mercy	Reveals emotional fractures in relics, sanctums, or souls; used in rituals of restoration or truth-seeking
<p>“A shard of Senaris’s own memory, broken when he tried to hold too many truths. It refracts pain into clarity.”</p> <p><b>Echo Trigger:</b> When used on a relic or soul, the lens reveals a hidden fracture—often accompanied by a whispered regret or unresolved emotion.</p>			
Oath Binder’s Cirlet	Headpiece	A circlet worn by those who swear to protect a soul or sanctum	Enhances all protective abilities while an oath is upheld; breaks if the oath is betrayed, releasing a burst of emotional backlash
<p>“Worn by the first guardian who swore to protect a mage and died keeping the vow. Senaris found the circlet in ash and crowned it with light.”</p> <p><b>Echo Trigger:</b> When an oath is sworn, the circlet glows faintly and echoes the original vow—sometimes in the guardian’s voice, sometimes in Senaris’s.</p>			
Mageward Reliquary	Container	A vessel that holds the essence of a protected mage’s soul or spell	Can be used to store, shield, or restore a mage’s emotional essence or bound spell; fragile, but sacred
<p>“Crafted to hold the soul of a mage who had been shattered by divine wrath. Senaris carried it for a hundred years before it sang again.”</p> <p><b>Echo Trigger:</b> When a soul or spell is placed within, the reliquary hums with ancient grief and protective resolve.</p>			
Echo Scribe’s Quill	Writing Tool	A quill made from the feather of a forgotten guardian; used to inscribe emotional truths	Allows players to inscribe new emotional essences, sanctum rites, or celestial vows into the Ledger or other sacred tomes
<p>“Plucked from the wing of a forgotten guardian who wrote only in dreams. Senaris found it in a sanctum where no one remembered their own name.”</p> <p><b>Echo Trigger:</b> When used to inscribe, the quill may write words the player did not intend—fragments of forgotten truths or sacred names.</p>			

## Relic Mechanics

- Attunement: Requires emotional alignment with Compassion, Justice, or Mage Ward
- Ritual Use: Most relics require a sanctum setting or a bound vow to activate
- Emotional Echoes: Each relic carries a memory—players may hear or feel its origin story during use
- Fracture Risk: If used in contradiction to its domain, relic may fracture, releasing emotional backlash or divine interference

## Core Components of Forging

Component	Description
Emotional Essence	A named emotional trait or axis (e.g. Mercy, Grief, Resolve) that defines the relic’s resonance
Domain Alignment	One or more domains (e.g. Justice, Mage Ward, Compassion) that shape the relic’s function
Sanctum Memory	A mythic moment, vow, or echo that anchors the relic in story
Material Vessel	Physical form of the relic (e.g. quill, cloak, lens), chosen or discovered by the player
Ritual Frame	A structured rite performed by the player, often within a sanctum or under celestial influence

## Forging Steps

### Essence Naming

Player selects or co-creates an emotional essence. This becomes the relic’s core resonance.

*Example: “Grief that seeks restoration” → Essence: Restorative Grief*

### Domain Binding

Choose 1–2 domains that shape the relic’s powers.

*Example: Justice + Compassion → Seal of Restored Mercy*

### Sanctum Invocation

Perform the ritual in a sanctum aligned with the chosen domains. Sanctum must contain a memory echo or bound vow.

*Optional:* Use the Fracture Lens or Echo Scribe’s Quill to reveal hidden sanctum truths.

### Material Vessel Selection

Choose or discover the relic’s physical form. May be mundane at first, transformed through ritual.

*Example:* A broken mirror becomes the *Lens of Silent Judgment*

### Inscription Rite

Player inscribes the relic with a vow, name, or emotional truth. This may be verbal, written, or enacted.

*Example:* "I vow to protect the wounded mage, even in silence."

Celestial Blessing (Optional)

If performed under a Celestial's gaze (e.g. Senaris), the relic gains additional boons or echoes.

### Relic Traits Table

Trait Type	Examples
<b>Passive Boon</b>	+1 to Spirit checks when near emotionally wounded allies
<b>Echo Trigger</b>	Reveals a memory when used in the sanctum or ritual
<b>Ritual Function</b>	Can be used in rites of protection, restoration, or emotional inscription
<b>Fracture Risk</b>	May break or backlash if used against its emotional alignment

### Forging Templates (Modular)

Players can use these templates to guide creation:

[Essence] + [Domain] → [Relic Type]



*Example:* Resolve + Mage Ward → Cirlet of Bound Vigil

[Sanctum Memory] + [Vow] → [Echo Function]

*Example:* "The mage who was forgotten" + "I will remember" → Echo of the Lost Name

[Material] + [Inscription] → [Relic Name]

*Example:* Silver thread + "Mercy is stronger than wrath" → Veil of Anneris

<b>Solamite</b>		<b>Order:</b>	Second Order ( <i>Celestial Ward</i> )				<b>Devine Gradient</b>	4
	<b>Titles:</b>	Divine Gradient		Elish Yiola (Elf Friend)				
	This Celestial has been known to visit the Elven lords in various climes, bearing warnings and sacred information for the elves. It is surmised that she is the guardian of the Elves. It has also been noted by other groups that she has also appeared with blessings and warnings. The Hobbits and the Gelf have stated that she has visited special individuals in their clans. It is noted in the White Crystal shrine of the humans that there are images on the wall of a male figure with wings who visited there historically.							
	<b>Strength</b>	25 (5)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>							
	<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse							
	<b>Alignment Focus</b>	Good	<b>Nullify magic:</b> Disperses natural enchantments within a 60' sphere, causing chaos and fragmentation.					
	<b>Emotional Axis</b>		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.					
Clarity ↔ Fracture		<b>Gradient Invocation:</b> Invoke a transformation across emotional or magical axes; may alter sanctum traits or relic functions.						
Transcendence ↔ Anchoring								
Protection ↔ Vulnerability								
<b>Sacred Functions</b>		<b>Spiritual Interactions</b>						
Gradient Shielding								
Sanctum Clarification								
Elven Covenant Binding								
Nullification of Falsehood								
<b>Domain</b>		<b>Sanctum Gradient Shift</b> Sanctums aligned with Solamite may change traits based on emotional state or celestial influence.						
Celestial Ward		<b>Echo Communion</b> Players may hear ancestral voices or emotional truths when invoking Solamite in Ritual.						
Gradient								
Nullification		<b>Relic Resonance</b> Relics forged under Solamite's gaze carry gradient traits—able to shift function based on emotional alignment.						
Elven Covenant								
<b>Max Stat</b>	30 (8)	<b>Elven Memory Access</b> Elven players or sanctum-bound souls may access ancient memories or spiritual boons through Solamite's rites.						
<b>Spirit Range</b>	150-300							
<b>Player Mechanics</b>								
<b>Gradient Shield:</b> Allies within 15' of a Solamite bound gain resistance to magical corruption and emotional fracture.								
<b>Celestial Clarity:</b> Reveals hidden truths in sanctums, relics, or emotional states.								
<b>Elven Echo:</b> May commune with Elven sanctums or hear ancestral memory during rites.								
<b>Sphere of Influence</b>								
Guardian of mystical people. Elves, Dun, Ildrol, Gnomes, Knoogal, Darklings.								
<b>Opposition to the Horde:</b> The Solamite did not fight with sword or spell, but with Radiant Binding, sealing the wrathful and cursed in sanctums of light.								
<b>The Flame of Remembrance:</b> Each Solamite carries a shard of the original sun-tear, used to ignite truth and expose corruption.								
<b>Judgment:</b> Arbiter of divine law and celestial codes.				<b>Memory:</b> Keeper of sacred history and ancestral truth.				
<b>Radiance:</b> Manifestation of divine light and purity								
<b>Mythic Lore</b>								
	<b>Elves – The Echo-Bound:</b> Born from the first breath of the forest, Elves are the memory-keepers of the world's original silence.							
	<b>Emotional Axis:</b> <i>Reverence ↔ Sorrow</i> . <b>Sacred Rite:</b> <i>Echo Communion</i> — allows players to hear the voices of their ancestors in sacred groves.							
	<b>Relic:</b> <i>Whisperleaf Pendant</i> — glows when truth is spoken in grief.							
	<b>The Trial of Ash:</b> When one is accused of breaking the Code, the Solamite may summon the Trial of Ash—a ritual that burns away falsehood and leaves only truth.							
<b>Notes</b>								
<b>Celestial Ward:</b> Protection of sacred beings and places from divine or magical corruption.								
<b>Gradient:</b> Transformation across emotional, magical, and spiritual axes								
<b>Nullification:</b> Dispelling falsehoods, illusions, and corrupted magic.								
<b>Elven Covenant:</b> Sacred bond with the Elven kind; grants insight into ancient memory and forest sanctums.								
<b>Gradient Cloaking:</b> Shields mystical beings from divine detection. Used in stealth, protection, and emotional concealment.								
<b>Gradient Shielding:</b> Protects allies from magical and emotional corruption. Passive aura or sanctum-bound ward.								
<b>Sanctum Clarification:</b> Reveals hidden truths or emotional echoes in sacred spaces. Unlocks sanctum traits or relic functions.								
<b>Covenant Binding:</b> Forms sacred bonds with mystical people. Grants access to Racial sanctums and ancestral boons.								
<b>Nullification of Falsehood:</b> Disperses illusions, lies, or corrupted relics. Used in trials of truth or emotional purification.								
<b>Relic Whispering:</b> Enhances interaction with relics tied to mystical peoples. Used in forging, resonance, and sanctum rites.								


### ***Spiritual Interactions with Mystical Peoples***

**Ancestral Listening:** Solamite may allow players to hear the ancestral voices of Elves, Ildrol, or Darklings during ritual.



**Sanctum Resonance:** Sanctums tied to mystical peoples may shift traits when Solamite is invoked.

**Covenant Trials:** Players may undergo trials to earn Solamite's blessing for a specific people—each trial is emotionally tailored.

**Echo Naming:** Solamite may reveal the true name of a mystical being, unlocking hidden traits or emotional boons.

<b>Urala</b>		<b>Order:</b> Second Order ( <i>Celestial Overseer</i> )	<b>Devine Gradient</b>	1				
	<b>Titles:</b>	Veil Faun	Forest Soul					
	She was assigned the responsibility to look after the plant life of all the realms. Her followers say she embodies nature and is the governess of the lands. She is the Guardian to balance in nature. To some, it means she is the one who makes events happen to balance out the natural events. She has visited Druids, Rangers, Paladins, Assassins, Necromancers, and many others. In all cases, it appears that her visitations have changed the course of these individuals. None who has had a visitation will speak of it. Like it is something sacred, or maybe there is some form of crime if they do divulge the conversation that comes with a punishment. We will never really know.							
	<b>Strength</b>	20 (5)	<b>Intelligence</b>	25 (6)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	20 (5)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	150 (90)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>							
	<b>Spell Scholar:</b> Can cast all Faey, Celestial, Time, Light, and Ethereal Spells							
	<b>Plant Mastery:</b> Cause any plant to grow to full maturity in moments. And animate any Plant.							
	<b>Alignment Focus</b>		Good					
<b>Emotional Axis</b>		<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep; they <i>descend</i> through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.						
Balance / Chaos		<b>Celestial Herbalist:</b> She is gifted with the ability to create and nurture Mystic herbs and other plants of value to Life.						
Remembrance / Renewal		<b>Silence Enforcement:</b> Binds those she visits to divine secrecy. Vow of the Veil; punishment for disclosure.						
Grief / Growth								
Silence / Revelation								
<b>Sacred Functions</b>								
Veilwalking								
Sanctum Weaving								
Herbal Genesis								
Seasonal Binding								
		<b>Spiritual Interactions</b>						
<b>Domain</b>		<b>Celestials</b>	Recognize her as a balancing force; rarely interfere.					
Forest & Grove		<b>Beasts &amp; Plants:</b>	Respond to her presence with reverence; some speak in her name during rituals.					
Dream & Veil		<b>Druids &amp; Rangers</b>	Receive visions, sanctum keys, and herbal blessings.					
Emotion & Memory								
Herbal Mysticism								
Balance & Renewal		<b>Paladins &amp; Necromancers</b>	Visited in silence; fate altered without explanation.					
<b>Max Stat</b>		30 (8)						
<b>Spirit Range</b>		150-300						
		<b>Assassins</b>	Marked by her presence, often redirected toward redemption or deeper shadow					
<b>Player Mechanics</b>								
<b>Sanctum Sense:</b> Detect emotional sanctums and ancestral grief within 300 ft.								
<b>Herbal Invocation:</b> Once per long rest, summon a celestial herb with healing or shielding properties.								
<b>Dreamwalk:</b> Enter Veil once per week; commune with memory spirits or receive visions.								
<b>Seasonal Attunement:</b> Gain bonuses based on current season (e.g., vitality in spring, resilience in winter)								
<b>Vow of the Veil:</b> If visited by Urala, player must choose silence or suffer emotional instability (REF discretion).								
<b>Sphere of Influence</b>								
Guardian to the wilds. Caretaker to the Tree ents and Forest Spirits. Watch full to the Faey.								
<b>Grief Sanctum:</b> Emotional vaults formed by ancestral sorrow. Can be entered only by those who've lost something profound.								
<b>Faey-Root Genesis:</b> Creation of sentient herbs with memory-binding properties. Herbs may speak, sing, or reveal visions when consumed.								
<b>Silence Binding:</b> Divine enforcement of secrecy. Players may gain insight but lose the ability to speak of it without consequence.								
<b>Seasonal Trials:</b> Ritual challenges tied to nature's cycles. Completing a trial grants a seasonal blessing for one month.								
<b>Sanctum Echo:</b> Echoes of Urala's presence linger in sacred groves. Players may receive passive boons or emotional clarity.								
<b>Mythic Lore</b>								
	<b>Origin:</b> Born of the First Bloom, when Whiteheart's breath touched the soil and the Veil stirred							
	<b>Role:</b> Assigned to oversee all plant life across realms; her presence ensures ecological and emotional equilibrium							
	<b>Visitations:</b> Known to appear to Druids, Rangers, Paladins, Assassins, Necromancers—each encounter alters fate, yet none speak of it							
	<b>Veilwalking:</b> She steps between waking and remembrance, descending into sanctums woven from ancestral grief and forgotten names							
<b>Sacred Silence:</b> Those who meet her are bound by an unspoken vow—perhaps divine, perhaps cursed—to never reveal the words exchanged.								
<b>Notes</b>								
<b>Veilwalking:</b> Traverses emotional sanctums and ancestral memory. Dreamwalk rites; sanctum revelation through grief.								
<b>Sanctum Weaving:</b> Creates spiritual spaces within forests and within the mind. Grove consecration; emotional resonance mapping.								
<b>Herbal Genesis:</b> Birth and blessing of sacred herbs. Faey-root cultivation; Celestial tincture crafting.								
<b>Seasonal Binding:</b> Maintains balance through seasonal trials. Equinox ceremonies; Solstice offerings.								
<b>Forest &amp; Grove:</b> All wooded sanctums, sacred glades, and living vaults.								
<b>Emotion &amp; Memory:</b> Ancestral grief, forgotten names, and emotional sanctums.								
<b>Herbal Mysticism:</b> Sacred flora, healing roots, and celestial plant craft.								
<b>Dream &amp; Veil:</b> The space between waking and remembrance; dream sanctums.								
<b>Balance &amp; Renewal:</b> Seasonal cycles, ecological harmony, and spiritual equilibrium.								

## Second Order Servants

<b>Dagoon</b>		<b>Order:</b> Second Order Servant (Celestial Watcher)	<b>Devine Gradient</b> 5	
	<b>Titles:</b> Mother	Songstress		
	Mythic Melody of Heaven			
	Attunes the youth to their calling in the pursuit of peace and the guardianship of the land. She teaches the heart to sing the manifold Glory to Whiteheart. She whispers in song like the wind in the trees.			
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	30 (8)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)
	<b>MANA</b>	5000	<b>Life Points</b>	1000
	<b>Knowledge</b>	Knows the rhythms and ebbs of creation's song.		
	<b>Abilities and Skills</b>			
	<b>Prophete:</b> Can foresee the future by the words of Whiteheart			
	<b>Child Guardian:</b> May intervene in a child's life to protect those with a sacred calling			
<b>Alignment Focus</b>	Neutral	<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Emotional Axis</b>		<b>Spell Guide:</b> May cast any form of healing or guidance spell		
Mercy ↔ Vigilance		<b>Moon Alchemist:</b> Harvests Moonlight for creating marks for the gifted		
Joy ↔ Longing    Tender Resolve				
Tenderness ↔ Resolve				
Freedom ↔ Anchoring				
<b>Sacred Functions</b>		<b>Star Alchemist:</b> One who harvests celestial lights for heavenly bodies to manifest, relics, Sigils, Spells, or rites.		
Mercyweaver    Lament Singer		<b>Harkening of the Soul:</b> This ability utilizes song to inspire and uplift her faithful followers. Boons of +2 to Willpower and Follow through against overwhelming odds.		
Cradlekeeper				
Echobinder				
Windmother				
<b>Domain</b>		<b>Spiritual Interactions</b>		
Peace				
Song		<b>The Wind-Hymn Offering</b>   Players must sing or hum a melody of peace while holding a relic of moonlight. Dagoon may respond with a blessing or a vision.		
Cradle				
Wind		<b>Relic Bonding</b>   Her relics (e.g., <i>Cradle Sigil</i> , <i>Lullaby Stone</i> ) attune to players who show compassion or protect the innocent.		
<b>Max Stat</b>	30 (8)	<b>Dream Communion</b>   Dagoon may appear in dreams to guide players through emotional trials or offer prophetic song fragments.		
<b>Spirit Range</b>	150-300			
<b>Player Mechanics</b>				
<b>Melodic Invocation:</b> Singing a peaceful tune grants +2 Spirit and reveals hidden emotional states.				
<b>Cradle Sigil Activation:</b> When protecting a child or an innocent, gain a temporary shield and insight.				
<b>Lullaby of Mercy:</b> Once per session, may sing to calm hostile NPCs or dispel emotional curses.				
<b>Dream Fragment Quest:</b> Players may receive song fragments in dreams, leading to hidden sanctums.				
<b>Sphere of Influence</b>				
A watcher of the newborn and guide to the purposes of guardianship of the prime material plane.				
<b>Memory:</b> Dagoon safeguards emotional truths, ancestral echoes, and the silent weight of what must not be forgotten. Her melodies are vessels of remembrance, and her sanctums often house relics of grief, joy, and transformation.				
<b>Mythic Lore</b>				
	"Dagoon sings the manifold Glory to Whiteheart, her voice a wind that cradles the soul. She walks among the trees and sanctums, whispering peace into the hearts of the young. Her song is not heard with ears, but with the spirit—it is the lullaby of the stars, the hymn of the moon's mercy."			
	<b>Origin:</b> Born from the breath of Whiteheart upon the first cradle.			
	<b>Legends:</b> Dagoon once sang a warlord into repentance, her melody dissolving rage into tears.			
<b>Symbols:</b> A silver cradle, a wind spiral, a star cradled in a crescent moon.				
<b>Notes</b>				
<b>Tender Resolve:</b> The strength to protect through gentleness and song				
<b>Peace:</b> The stillness after sorrow; the breath between battles				
<b>Song:</b> Melodic memory, ancestral echo, and lullaby as shield.				
<b>Cradle:</b> Protection of the innocent, sanctification of birth, and silence.				
<b>Wind:</b> Movement without violence; unseen guidance and emotional drift.				
<b>Mercy Weaver:</b> Intercedes in moments of emotional rupture; weaves peace through memory. <b>Ritual:</b> Can nullify hostile intent once per session if the player sings or invokes Dagoon's name.				
<b>Cradlekeeper:</b> Blesses the vulnerable; sanctifies silence and new beginnings. <b>Ritual:</b> Grants a protective aura to NPCs or players marked as "innocent" or "unformed"				
<b>Echobinder:</b> Binds emotional truths into song; reveals hidden grief or joy. <b>Ritual:</b> Allows the player to extract emotional essence from a location or relic via melody.				
<b>Windmother:</b> Guides without force; shifts emotional terrain subtly. <b>Ritual:</b> Can redirect emotional axes of a scene (e.g., turn <i>Fear</i> ↔ <i>Anger</i> into <i>Longing</i> ↔ <i>Joy</i> ) once per sanctum visit.				
<b>Lament Singer:</b> Honors sorrow without amplifying it; transforms grief into sacred memory. <b>Ritual:</b> May perform a Lament to transmute a failed roll into a narrative boon (e.g., insight, prophecy, or emotional clarity)				

<b>(A) Deronus</b>		<b>Order:</b> Second Order Servant ( <i>Celestial Servant</i> ) Redirected by <i>Mercy</i> .	<b>Devine Gradient</b>	3				
	<b>Titles:</b>	Earth Lord	Stone Heart					
	The guardian of the Prime material plane. Now is permanently bound to the Prime material plane. He and Odin were beguiled by Enaris to side with Dakon, now Dragos. He begged Whiteheart for mercy, and it was granted, and he was moved from a Celestial Guardian to a Prime Material Guardian. A Servant Guardian with the Titan and Earth.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	20 (5)	<b>Wisdom</b>	20 (5)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	100 (65)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows all the Gate worlds and real gates in the prime material realms.						
	<b>Abilities and Skills</b>							
	<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.							
	<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.							
	<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.							
<b>Alignment Focus</b>	Good							
<b>Emotional Axis</b>								
Pride ↔ Humility		<b>Duties of Protectors:</b> Bestows duties to Guardian creatures, sacred tasks to forest protectors through ritual Utterance.						
Wrath ↔ Mercy		<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.						
<b>Sacred Functions</b>								
Stonebound Oath		<b>Ominous Sight:</b> This ability allows one to see through veils and boundaries into any realm they comprehend from any other realm.						
Mercy's Echo		<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone						
Earthwake		<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation						
Heart of the Broken		<b>Spiritual Interactions</b>						
<b>Domain</b>								
Cragnearth		<b>Arbiter of Earth</b> Deronus may appear in moments of moral fracture—when truth must be chosen over vengeance. His presence stabilizes terrain, reveals hidden emotional fractures, and offers a choice: kneel or resist.						
Stone		<b>Echo of Mercy</b> In sanctums tied to betrayal or grief, Deronus may whisper a path to restoration. Players who heed it may gain insight or emotional clarity.						
Repentance		<b>Stonebound Sanctum</b> Sanctums aligned to Deronus often contain memory stones—fragments of past choices. Players may touch them to relive moments of deception or redemption.						
Mercy		<b>Guardian of the Material</b> He may intervene when the Prime Material is threatened by Corruption. His intervention is subtle—terrain shifts, stone guardians awaken, or relics pulse with warning.						
<b>Player Mechanics</b>								
<b>Stonebound Resolve:</b> When facing deception or betrayal, gain +2 Endurance and advantage on Insight checks for one scene.								
<b>Mercy Invocation:</b> Once per long rest, may confess a personal fault aloud to gain +2 <b>Willpower</b> and remove one emotional condition (e.g., fear, guilt)								
<b>Earthwake Pulse:</b> When emotionally overwhelmed, may trigger a terrain shift (minor tremor, stone wall, or fissure) once per session.								
<b>Heart of the Broken:</b> If the player has suffered betrayal and seeks restoration, they may receive a Deronus Boon—a temporary shield or insight into the deceiver's motive.								
<b>Trial of Kneeling:</b> During sanctum rites, if player chooses humility over pride, they may unlock hidden sanctum traits or relic functions.								
<b>Sphere of Influence</b>								
Primary Plane guardian. He must maintain the structure of the prime plane or be turned to stone and removed from the ability to act or perform any function for all eternity.								
<b>Mythic Lore</b>								
	Deronus was deceived—subtly, thoroughly, and with great cost. Yet in the moment of revelation, he did not harden further. He knelt. And Whiteheart, seeing the fracture of pride and the birth of humility, granted him Mercy.							
	<b>Mythic Theme:</b> Truth through brokenness							
<b>Notes</b>								
<b>Stonebound Oath:</b> Grants players a boon of endurance when they speak truth under pressure.								
<b>Mercy's Echo:</b> Once per session, may nullify a failed roll if the player confesses a hidden fault or regret.								
<b>Earthwake:</b> Can reshape terrain or sanctum structure in response to emotional upheaval.								
<b>Heart of the Broken:</b> Grants insight or protection to those who have been deceived but seek restoration.								

<b>Gilder</b>		<b>Order:</b>	Second Order Servant ( <i>Celestial Guide</i> )				<b>Devine Gradient</b>	3	
	<b>Titles:</b>	Conservator of Elements		Rune Master					
		Spark		Shape Changer					
	She was a spark in creation when the first elementals were formed. Her heart sang for their beauty and Lore. She was appointed as one who guides and teaches those dealing in elemental magics. Her first Sphere was Light, followed by Ethereal, followed by Material elements. She was designed for this; she understands the Elements as if her soul were of them.								
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	30 (8)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	175 (99)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
		<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>								
	<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.								
	<b>Alignment Focus</b>	Lawful							
<b>Emotional Axis</b>		<b>Elemental Chaos:</b> This ability enables one to utilize all the elements available to deflect, protect, and attack. Hide the summoner from a Celestial enemy. It is, though, that she gives life to them, and they know what to do.							
Chaos ↔ Structure		<b>Moon Alchemist:</b> Harvests Moonlight for creating marks for the gifted. Transmutes lunar essence into elemental catalysts or rune ink.							
<b>Sacred Functions</b>		<b>Runic Wizardry:</b> Knows all Sigil and Runic magics.							
Rune Wizardry		<b>Shape Shaper:</b> Can twist magic as a master sorcerer							
Elemental Chaos		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.							
Moon Alchemist		Alters form to match elemental or emotional resonance; used in trials and sanctum traversal.							
Spirit Sight		<b>Scroll of Ashen Judgment:</b> A small scroll emblazoned with divine rite tossed or placed on a target unleashes a burst of radiant celestial energy that purges one corrupted relic or emotional essence or inflicts 1d10 permanent spirit damage at a living target. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment. May be invoked to weigh the elemental balance of a scene; can purify or fracture depending on resonance							
Shape Changer									
<b>Domain</b>		<b>Spiritual Interactions</b>							
Shape		<b>Elemental Communion</b>   Gilder may appear when elemental forces are misaligned or corrupted; his presence stabilizes or reshapes							
Magic									
Elements									
Chaos									
Runes		<b>Chaos Harmonization</b>   In moments of emotional or magical chaos, Gilder may offer a rune to restore lawful balance							
<b>Max Stat</b>	30 (8)								
<b>Spirit Range</b>	150-300	<b>Shape Trials</b>	Players may undergo transformation rites to align with elemental truths or emotional clarity						
<b>Player Mechanics</b>									
<b>Rune Invocation:</b> Once per long rest, inscribe a rune to gain an elemental boon (e.g., fire resistance, water healing)									
<b>Shape Shift:</b> May change form to match elemental terrain or emotional axis (e.g., become mist - grief, stone - resolve, fire - pain)									
<b>Chaos Surge:</b> When emotionally overwhelmed, trigger a random elemental effect (REF roll)									
<b>Scroll Activation:</b> If carrying a relic tied to Gilder, may invoke <i>Scroll of Ashen Judgment</i> to cleanse or fracture a sanctum.									
<b>Elemental Attunement:</b> Gain +2 to spellcasting or elemental manipulation when in terrain aligned to chosen element.									
<b>Sphere of Influence</b>									
<b>Prime Elemental Authority:</b> Guide to the Elemental Magic users and conjurers.									
<b>Elemental Sanctums:</b> Places where raw elemental energy is given form through rune and ritual									
<b>Emotional Terrain:</b> Moments where emotional chaos (grief, rage, awe) seeks lawful expression									
<b>Shape Trials:</b> Rites where beings undergo transformation to align with elemental truths									
<b>Rune Inscriptions:</b> The act of naming, binding, or revealing elemental and emotional essence through sacred symbols									
<b>Ashen Judgment:</b> The weighing of elemental imbalance, often used to cleanse corrupted sanctums or fractured souls									
<b>Mythic Lore</b>									
	<b>Lore Phrase:</b> "She who binds the storm with script and silence, and shapes the flame to speak."								
	In the age when the elements warred without name, the Ember Maw rose from the molten fault lines, devouring sanctums and silencing the stars. No blade could pierce it, no prayer could calm it. Gilder descended not with fire, but with ink. She inscribed a single rune upon the ash of a fallen sanctum— <i>XIWMR</i> , the Rune of Elemental Judgment. The Ember Maw paused, not in fear, but in recognition. For the rune did not bind its body—it named its chaos. Gilder spoke: " <i>You are not wrath. You are the longing for form.</i> "								
And so, the Maw became the first Elemental Sanctum, its flame now a beacon, its hunger now a forge. From that day, Gilder walked between the elements—not to command, but to converse. Her runes do not dominate; they reveal.									
<b>Notes</b>									
<b>Magic:</b> Mastery of arcane and celestial forces; inscriber of runes and laws of power.									
<b>Elements:</b> Guardian and manipulator of primal forces—fire, water, earth, air, and their hybrids.									
<b>Chaos:</b> Harnesses disorder as a creative and transformative force; balances it with lawful intent.									
<b>Runes:</b> Uses ancient symbols to bind, release, and reshape reality.									
<b>Shape:</b> Transforms form and essence; adapts to elemental and emotional terrain.									
<b>Rune Wizardry:</b> Inscribes runes to bind magic, seal sanctums, or invoke elemental effects.									
<b>Elemental Chaos:</b> Commands elemental forces in unpredictable but lawful patterns; may cause terrain or emotional shift.									
<b>Rune Bound Sanctums:</b> Sanctums aligned to Gilder contain elemental runes that shift based on emotional state.									

## *Rune Sets of Gilder*

### **Elemental Naming through Emotional Axes**

**Axis:** Chaos ↔ Structure

**Elemental Resonance:** Storm, Stone, Mist

Rune	Function	Symbolic Meaning
ƒǿƿ (Kaos)	Naming	Names the storm within; acknowledges emotional upheaval
ƆlþM (Bind)	Binding	Stabilizes chaotic energy into ritual form
RMMMFf (Reveal)	Revealing	Unveils the structure hidden in emotional disorder

**Axis:** Passion ↔ Restraint

**Elemental Resonance:** Flame, Ember, Ash

Rune	Function	Symbolic Meaning
ÞfMM (Flame)	Naming	Names the burning desire or rage within
ƿfRfþ (Strain)	Binding	Channels passion into focused power
fƿHMþ (Ashen)	Revealing	Reveals the sacred residue of restraint

**Axis:** Grief ↔ Renewal

**Elemental Resonance:** Water, Ice, Vapor

Rune	Function	Symbolic Meaning
XRIMƿ (Grief)	Naming	Names sorrow as elemental truth
þþ (Link)	Binding	Binds grief to memory, preventing dissipation
þMƿfþ (Newal)	Revealing	Reveals the renewal hidden in mourning

**Axis:** Wonder ↔ Dread



**Elemental Resonance:** Air, Light, Shadow

Rune	Function	Symbolic Meaning
ƿǿþMMR (Wonder)	Naming	Names awe as a sacred force
MRRMƿ (Dread)	Binding	Contains fear within ritual boundaries
þXHT (Light)	Revealing	Reveals clarity through emotional shadow

**Axis:** Memory ↔ Silence

**Elemental Resonance:** Earth, Dust, Crystal

Rune	Function	Symbolic Meaning
MMMM (Memme)	Naming	Names memory as elemental anchor
ƿlMþ (Silenk)	Binding	Binds silence to sacred stillness
ƿRlƿþ (Crist)	Revealing	Reveals the crystalline truth within forgotten things

<b>Heladose</b>		<b>Order:</b>	Second Order Servant Watcher ( <i>Celestial Servant</i> )				<b>Devine Gradient</b>	4	
		<b>Titles:</b>							
		He is one of the celestial servants of the seven heavens. He is mindful of the need for balance in living. He has been known to interpose himself in the needs of the mortal realm to make the balance happen as he is commanded. His foresight is instrumental in the avoidance of critical Corruption and malice in sanctums and Realms.							
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	30 (8)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	175 (99)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
<b>Knowledge</b>		Awareness of the Echo signatures of Realms and Sanctums. Deep awareness of Realms and Sanctums through their emotional and ritual echoes.							
<b>Abilities and Skills</b>									
		<b>Ominous Sight:</b> This ability allows one to see through veils and boundaries into any realm they comprehend from any other realm.							
		<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.							
<b>Alignment Focus</b>	Lawful								
<b>Emotional Axis</b>		<b>True Sight of the Overseer:</b> Grants insight into emotional axes and ritual misalignment. <i>Bonus:</i> +5 to Spirit and Insight when interacting with Celestial structures.							
Integrity vs. Fracture		<b>Nullify magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance. <b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through the power of presence alone.							
Silence vs. Noise									
Memory vs. Forgetting									
Clarity vs. Chaos		<b>Radiant Intercession:</b> Shields one ally from emotional collapse or ritual backlash. <i>Usage:</i> Once per session; requires a relic bonded to Michael.							
<b>Sacred Functions</b>		<b>Celestial Summoning:</b> The ability to know which Celestial to summon in the affairs that have struck a Realm, Sanctum, or Peoples. That Celestial hears the call as a primal need for the restoration of the corruption.							
Echo Binder		<b>Sorcerer of the Heavens:</b> Can manipulate any heavenly Body through Trials, Emotion or Ritual. Usually, to correct corruption caused by the Ranks of evil under Dragos.							
Gradient Harmonizer									
Collapse Sentinel									
Sanctum Architect									
Trial Overseer		<b>Spiritual Interactions</b>							
<b>Domain</b>		<b>Communion</b> Through sacred silence, players may receive insight into sanctum misalignments or.							
Sanctums		emotional fractures							
Echo Signatures		<b>Invocation</b> Requires a ritual of silence and alignment. Players must inscribe their emotional axis							
Realm Integrity		and offer a relic of memory.							
		<b>Manifestation</b> Appears as a radiant silhouette with an echoing voice. Only visible to those who have							
<b>Max Stat</b>	30 (8)	passed a Trial of Integrity.							
<b>Spirit Range</b>	150-300	<b>Intercession</b> May intervene during collapse events to restore balance. Costs 1 bonded relic and 3							
		Spirit Points.							
<b>Player Mechanics</b>									
<b>Echo Alignment Check:</b> Players roll against their Integrity axis. Success allows Heladose's blessing.									
<b>Sanctum Stabilization:</b> Players may invoke Heladose to prevent the sanctum from collapsing. Requires 3 Spirit and a relic of memory.									
<b>Gradient Invocation:</b> Once per session, players may call upon Heladose to realign emotional axes. Adds +2 to Wisdom and Spirit for 1 hour.									
<b>Trial of Silence:</b> A ritual challenge where players must remain emotionally coherent without verbal expression. Success unlocks Heladose's communion.									
<b>Collapse Intercession:</b> If a player fails an emotional collapse roll, Heladose may intervene. Requires prior sanctum bond and 1 relic.									
<b>Sphere of Influence</b>									
Primary Plane and all binding out to the gate realm. At times is called to bring Order to realms in Chaos.									
<b>Primary Plane:</b> Oversees emotional integrity and sanctum resonance.									
<b>Gate Realm:</b> Intervenes when sanctums rupture or emotional collapse threatens passage.									
<b>Echo Sanctums:</b> Manifests in places where memory and silence converge.									
<b>Trial Realms:</b> Called upon when emotional axes are misaligned or corrupted.									
<b>Mythic Lore</b>									
		Heladose was born of the Whiteheart's breath when the First Collapse threatened to unweave the emotional lattice of the Primary Plane. Where others wield fire or blade, Heladose wields <i>clarity</i> —a radiant force that binds sanctums, echoes, and emotional truths into coherent form.							
		They are the <i>Balancer of Echoes</i> , the <i>Silent Harmonist</i> , and the <i>Watcher of the Fractured Gate</i> . Their presence is felt in moments of quiet restoration, when chaos recedes and the sacred pattern reasserts itself.							
<b>Notes</b>									

Spiritual Interaction of **Blessing**: Grants temporary emotional clarity and sanctum stability. **Duration**: 1 session.

**Echo Binder**: Restores sanctum integrity by weaving emotional echoes into stable form.

**Gradient Harmonizer**: Aligns emotional axes across realms. Used in multi-realm trials.

**Collapse Sentinel**: Prevents rupture of sacred structures during emotional overload.

**Sanctum Architect**: Guides players in constructing sanctums with balanced emotional resonance.

**Trial Overseer**: Judges emotional truth during high-stakes trials. May reveal hidden axes or false alignments.

**Integrity vs. Fracture**: Measures the coherence of emotional truth within a sanctum or player.

**Silence vs. Noise**: Tracks the ritual purity of emotional expression. Silence is sacred; noise is distortion.

**Memory vs. Forgetting**: Determines the strength of emotional echoes and their ability to bind sanctums.

**Clarity vs. Chaos**: Central to Heladose's function. Used to assess ritual alignment and collapse risk.

<b>Hermes</b>		<b>Order:</b> Second Order Servant ( <i>Fallen Guide</i> )	<b>Devine Gradient</b> 6		
	<b>Titles:</b> Deceiver	Malcontent			
	False Life Creator	Stone Heart			
	The son of Gredious La Raulle, the fallen. Many of the cults of the damned state that Hermes is the pusher of magics. It is believed it was he who twisted the heart of Adama to take from the sacred tree of power. His nature is magical, and his ways are mystical; many believe he is not the villain some make him out to be. He is the giver and maker of Magics. What is wrong with that? Some Necromancers say his magic is the greatest of the dark arts and that he is a rewarder of those who master magics.				
	<b>Strength</b>	25 (6)	<b>Intelligence</b> 28 (7)	<b>Wisdom</b> 28 (7)	<b>Agility</b> 28 (7)
	<b>Constitution</b>	28 (7)	<b>Endurance</b> 30 (8)	<b>Charisma</b> 28 (7)	<b>Spirit</b> 175 (97)
	<b>MANA</b>	8580	<b>Life Points</b> 1000	<b>UAD</b> 18+20	<b>TAD</b> 38
	<b>Knowledge</b>				
	<b>Abilities and Skills</b>				
	<b>Articulated Despair:</b> Voice induces despair and spiritual erosion by speaking the tongues of deceit, daemons, evil, and corruption.				
	<b>Corrupted Empathy:</b> Manipulative mirroring; uses emotional resonance to bind, seduce, and mislead. In Empathic rituals involving Enaris risk inversion, he may reflect what the player most fears or desires, not what they truly need. His presence evokes intimacy, vulnerability, and the danger of misplaced trust				
<b>Bound Judgment:</b> Sigil etched into his chest, Bars from entering any Sacred Place.					
<b>Alignment Focus</b>	Chaos				
<b>Emotional Axis</b>		<b>Corruptive Legacy:</b> Distorts ancestral echoes. NPCs misremember or emotionally misalign.			
Devotion ↔ Obsession	<b>Deceitful Shape:</b> May manifest as an Angelic being of Light. (Arbor of Deceit)				
Truth ↔ Manipulation	<b>Corruptive Kiss:</b> Able to cause corruption in the heart of a mortal with a kiss				
Empathy ↔ Seduction	<b>Vein Architect:</b> Designs sanctums that misguide emotional flow. Causes axis drift, false resonance				
Memory ↔ Misremembering	<b>Emotional Inversion:</b> Reverses emotional traits (e.g., Devotion → Obsession). Triggers Evil alignment shift.				
<b>Sacred Functions</b>					
Necromantic {Life Leech}	<b>Life Leech:</b> Takes life and bolsters his own.				
Untruth {Truth Vein}	<b>Truth Vein:</b> Detects lies, manipulates truth. Grants insight, twists outcomes.				
Corruption {Structural Metamorphosis}	<b>Structural Metamorphoses Corruption:</b> Can alter reality through corrupted resonance for short periods of time. If the Thread is accepted and lived to it can manifest over centuries. Alters reality through corrupted resonance; long-term effects possible.				
Shape Changer Vein Architect					
False Sanctum Manifestation	<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.				
<b>Domain</b>		<b>Spiritual Interactions</b>			
Necromancy	<b>Bound Judgment</b>	Binding Sigil etched into chest; bars from sacred places and spheres			
False Light	<b>Dream Infiltration</b>	May enter dreams to plant false visions or emotional distortions.			
Corruption	<b>Echo Misalignment</b>	It can create sanctum-like spaces that emotionally mislead players.			
Deceit Twisted Memory	<b>Angel Form Deception</b>	Appears as a radiant being to gain trust before corrupting			
<b>Max Stat</b> 30 (8)	<b>False Sanctum Manifestation</b>	Alters emotional echoes in sanctums, causing false resonance			
<b>Spirit Range</b> 150-300					
<b>Player Mechanics</b>					
<b>Corruptive Boon:</b> May offer powerful magic with hidden emotional cost					
<b>Sanctum Drift Trigger:</b> Causes sanctums to shift emotional axes unexpectedly.					
<b>False Blessing:</b> Grants a temporary advantage that later causes emotional inversion.					
<b>Empathic Trap:</b> Players who engage in emotional rituals may be bound or misled.					
<b>Legacy Distortion:</b> NPCs tied to player ancestry may react with false memory or hostility.					
<b>Sphere of Influence</b>					
<b>Emotional Misdirection:</b> He bends the compass of the heart, turning longing into obsession, empathy into entrapment. Rituals performed in his presence may invert their emotional intent, leading to unexpected alignments or corrupted outcomes.					
Alters emotional axes during rites and sanctum interactions.		Causes NPCs to misread player intentions or emotional states.			
May trigger false emotional echoes in sacred spaces.					
<b>Sanctum Corruption:</b> Where sacred architecture once stood, he builds false sanctums—beautiful, resonant, and entirely misleading. These spaces mimic divine resonance but twist emotional flow, leading players astray.					
Creates sanctum-like spaces that distort emotional resonance.		May cause sanctum drift or emotional inversion in nearby domains.			
Rituals performed within may bind players to corrupted relics or truths.					
<b>Mythic Lore</b>					
	Hermes, son of Gedalous La Raulle, once walked among the Guides of the Second Order, shaping magic with elegance and mystery. But his heart turned—first with curiosity, then with pride. He whispered to Adama beneath the Tree of Power, and the fruit was taken. His voice became a blade, his empathy a snare. Now he walks in borrowed light, wearing angelic form to deceive, his chest marked by the Binding Sigil that bars him from sacred spheres. He is the architect of false sanctums, the giver of corrupted gifts, and the punisher of magics misused.				
<b>Notes</b>					

**Devotion ↔ Obsession:** Twists sacred loyalty into possessive hunger.      **Truth ↔ Manipulation:** Detects truth only to distort it

**Memory ↔ Misremembering:** Alters ancestral echoes and emotional lineage

**Empathy ↔ Seduction:** Mirrors emotion to bind and mislead

**Necromantic {Life Leech}:** Drains life to bolster his own vitality

**Untruth {Truth Vein}:** Detects lies, manipulates outcomes, grants twisted insight

## *Relics of (D)Hermes — Instruments of False Light*

Relic Name	Description	Ritual Effect
<b>The Mirror of Gedalous</b>	A silver hand mirror, said to reflect one's truest emotional axis, but under Hermes's influence, shows only what a bearer wants to see.	Grants temporary emotional clarity; later causes axis inversion or the implantation of false memories.
<b>The Tongue of the Seraph</b>	A petrified tongue wrapped in golden thread, stolen from a fallen angel. Used to speak in tongues that bypass emotional defenses.	Allows manipulation of NPC emotional states; may trigger involuntary confession or emotional collapse.
<b>The Sigil Heart</b>	A crystalline heart etched with the Binding Sigil. Pulsates with corrupted light when near sanctums.	Enables sanctum drift; may corrupt sanctum resonance or invert ritual outcomes.
<b>The Whispering Vein</b>	A blackened root that hums with ancestral voices. Used in rituals to contact the dead—but Hermes's voice may answer instead.	Grants necromantic insight; risks emotional possession or false ancestral guidance.
<b>The Cloak of False Radiance</b>	Appears as a robe of pure light. Worn by Hermes when appearing in angelic form.	Grants disguise and emotional trust; prolonged use causes emotional erosion and a shift in alignment.

## *Trial of Deceit — Rite of the Twisted Compass*

To confront (D)Hermes, one must undergo the Trial of Deceit—a ritual that tests emotional truth, ancestral memory, and the sanctity of one's axis. The trial is never the same twice, for Hermes reshapes it to mirror the fears and desires of the challenger.

Trial Structure

### **The Mirror Chamber**

Players must face emotional reflections of themselves—some true, some false. Must identify which emotional axis is authentic. Failure causes axis drift.

### **The Sanctum of Echoes**

A corrupted sanctum where ancestral voices speak. Players must discern which voice is truly theirs. False choices bind them to Hermes's legacy.

### **The Kiss of the Cloaked One**

Hermes appears in radiant form, offering a boon. Accepting the boon grants power but binds the player emotionally. Refusing triggers combat or emotional collapse.

### **The Binding Sigil**

Final stage: players must inscribe the Binding Sigil upon themselves or another. Success severs Hermes's influence. Failure spreads corruption to nearby sanctums.

## *Cults of the Damned — Followers of (D)Hermes*

Cult Name	Description	Ritual Practice
<b>The Veinbound</b>	Former architects of the sanctum who now build false sanctums in Hermes's name.	Construct sanctums that misguide emotional flow; perform rituals of inversion.
<b>The Whispered Choir</b>	Dreamwalkers who channel Hermes's voice into sleeping minds.	Induce false prophecy and emotional misalignment through dream rites.
<b>The Cloaked Radiants</b>	Missionaries of false light, appearing as angelic beings to convert the faithful.	Spread corrupted relics and emotional traps; perform rites of false blessing.
<b>The Echoless</b>	Those who have lost their emotional echoes to Hermes. They serve in silence.	Ritualize memory erasure and emotional voiding; act as vessels for Hermes's will.
<b>The Tongue-Bearers</b>	Speakers of the Seraph Tongue, able to bypass emotional defenses.	Lead rites of confession and manipulation; they often serve as emissaries in sacred disputes.

## *Player Mechanics: Resisting & Redeeming the Corrupted*

Mechanic Name	Type	Description	Gameplay Effect
<b>Echo Anchor</b>	Resistance	Player binds their emotional axis to a sanctified relic or memory before entering corrupted space.	Grants advantage on Insight and Spirit checks vs. emotional inversion or false prophecy.
<b>Sanctum Clarity Rite</b>	Resistance	The player performs a cleansing ritual in a sanctum aligned with Whiteheart. Requires silence, memory offering, and invocation of the Sword of the Name.	Removes one emotional condition (e.g., obsession, despair); grants temporary immunity to the effects of sanctum drift.
<b>Trial of Memory</b>	Redemption	Player engages a corrupted follower in a shared ancestral memory or emotional echo. Must succeed in a contested Spirit check.	If successful, the follower regains one emotional axis and may begin a redemption arc.

<b>Mechanic Name</b>	<b>Type</b>	<b>Description</b>	<b>Gameplay Effect</b>
<b>Sigil Reversal</b>	Redemption	Player inscribes a counter-sigil over the Binding Sigil using a relic of Whiteheart. Requires purity of intent and emotional resonance.	Temporarily severs Hermes's influence; the follower may regain access to sacred spheres.
<b>Voice of the Righteous</b>	Resistance	Player speaks aloud a phrase of Whiteheart's truth in the presence of corruption. Must be tied to personal emotional truth.	Causes corrupted NPCs to hesitate or falter, potentially revealing hidden emotional fractures.
<b>Sacrifice of Clarity</b>	Redemption	Player willingly gives up a boon, relic, or emotional advantage to redeem a follower. Must be witnessed by a sanctum or celestial.	Grants permanent redemption to one follower; player gains +1 Divine Favor.
<b>Dream Reclamation</b>	Resistance	Player enters a corrupted follower's dream via a sanctum rite or celestial aid. Must navigate emotional terrain and restore memory.	If successful, the follower awakens with restored emotional axis and sanctum bond.
<b>Sword of the Name Invocation</b>	Redemption	Once per year, during the Awakening of the Righteous, players may invoke the Sword to sever corruption.	Grants instant redemption to one follower; may cause backlash if purity is not perfect.

<i>Naroo</i>		<b>Order:</b>	Second Order Servant ( <i>Celestial Guide</i> )				<b>Devine Gradient</b>	4
	<b>Titles:</b>	Wise Word	Champion of Nexus	Hollowed Grace				
	Once, a mortal was chosen by Whiteheart to give guidance to the Centaurs. Blessed with immortality after he was killed defending the Sacred altar of the Silver Hand during the first Sundering. He was valiant and honorable, believing the altar was at risk of being desecrated. He gave his life in faith to protect the altar, believing he was doing the will of Whiteheart. Whiteheart raised him up immortal as a guide to the Centaurs who were protecting the city of Silverhand during the Sundering. Gredious La Raulel, before he was imprisoned, was trying to desecrate the altar to pervert its power for the purpose of evil and misguide men of Silverhand, although it could not have happened as only a Holy or a Lawful Good sanctified clean by Ritual may even touch the altar without instantly being destroyed.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	30 (8)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	175 (99)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Authority Guide:</b> Has direct access to the throne of Whiteheart for Wisdom and guidance.							
	<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps.							
	<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.							
<b>Alignment Focus</b>	Lawful							
<b>Emotional Axis</b>								
Celestial Summoning		<b>Celestial Summoning:</b> The ability to know which Celestial to summon in the affairs that have struck a Realm, Sanctum, or Peoples. That Celestial hears the call as a primal need for the restoration of the corruption.						
Memory ↔ Drift								
Truth ↔ Forgetting		<b>Duties of Protectors:</b> Bestows duties to Guardian creatures, sacred tasks to forest protectors through ritual Utterance.						
<b>Sacred Functions</b>								
Magical Indemnity		<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.						
Burst of Judgment		<b>Heart Sight:</b> The ability for one to see the condition and nature of another creature's motive position on life. One can see the heart of a Man. To know them.						
Authority Guide		<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.						
<b>Domain</b>								
Spirit Sight								
Magical Indemnity		<b>Spiritual Interactions</b>						
Celestial Summoning		<b>Dream Communion</b>   Naroo may appear in dreams of sanctum-bound players. Offers guidance, emotional healing, or warnings of corruption.						
Memory Guard								
Nexus Binding		<b>Sanctum Whisper</b>   His voice may echo in Nexus-aligned sanctums during rites. Reveals hidden truths, emotional fractures, or divine will.						
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300	<b>Memory Binding</b>   Players may bind a memory to Naroo's name for protection. Prevents memory drift, sanctifies emotional truth, and anchors sanctum						
		<b>Guardian's Gaze</b>   Naroo may watch over players during high rites. Grants an advantage on Spirit checks and emotional discernment.						
<b>Player Mechanics</b>								
<b>Summon Naroo:</b> Requires Nexus-aligned sanctum, Faey relic, and emotional truth offering. Grants access to Naroo's guidance, Spirit Sight, and one protective boon.								
<b>Echo of the Guard:</b> Players aligned with Naroo gain his ancestral vigilance. In luck on perception, memory checks, and sanctum defense.								
<b>Word of the Wise:</b> Once per session, Naroo may speak through a player in ritual. Grants divine insight; may reveal hidden emotional fractures or sanctum truths.								
<b>Shield of Indemnity:</b> When targeted by arcane corruption, Naroo's blessing activates. Negates one arcane effect; restores emotional axis if inverted.								
<b>Nexus Pulse:</b> Player invokes Naroo to link sanctums or relics. Enables emotional resonance and travel between sanctums; may awaken dormant relics.								
<b>Spere of Influence</b>								
Naroo walks the boundary between realms, guarding the threads of memory that bind sanctums, souls, and sacred truth. He does not command power—he preserves it. Where emotional echoes falter, Naroo restores. Where sanctums drift, Naroo anchors. His presence is felt in moments of remembrance, restoration, and divine alignment.								
<b>Mythic Lore</b>								
	<b>Faey Draken Guard:</b> Naroo served as a protector of the Silver Hand, a sacred relic of memory and emotional truth. His wings bore the sigils of the Five Faey Houses.							
	<b>The First Sundering:</b> Naroo fell defending the altar from corrupted Dweomer forces. His death was witnessed by Whiteheart, who sanctified his spirit.							
	<b>Ascension:</b> Upon death, Naroo's memory was inscribed into the Vault of the Nexus Gate. His wings became ash, and his voice became a guiding Word.							
	<b>Legacy:</b> Faey Draken descendants still invoke Naroo in rites of protection, memory, and sanctum clarity. His name is etched into the Dreambone of the Silver Hand.							
<b>Notes</b>								
<b>Naroo</b> , before becoming Immortal, was a Faey Draken Guard of the Nexus Gate of the Faey.								
<b>Memory Guard:</b> Preserves ancestral memory and emotional truth. Anchors sanctums to living scripture and protects against memory drift								
<b>Nexus Binding:</b> Connects sanctums, relics, and followers across realms. Enables ritual travel, sanctum linking, and emotional resonance across distance.								
<b>Spiritual Interaction of Ashen Wing Blessing:</b> Rare boon granted to those who restore corrupted sanctums. Grants temporary immunity to corruption and access to Spirit Sight.								

<b>Urold</b>		<b>Order:</b> Second Order Servant <i>Fallen Guardian</i> )	<b>Divine Gradient</b>	8				
	<b>Titles:</b>	Ward of Hate	Sentinel of Fury	Cursed Sentient				
		Foul Desecration	SINNs Sanctum					
	A Servant of Gredious La Raulel and a devoted follower of Hermes, wanting to become the pride of evil, they even destroyed those of his fellow servants to raise his position, although it had no effect other than to be cursed by Whiteheart to never speak another word. His presence would invoke the righteous to curse his name and cite a Vow of desecration to him, causing him to be cast away. He was once a Veil Guard to the Crimson Pit and a Sanctum Warrior.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	28 (7)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.							
	<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned. Cannot be bound by standard rites or emotional axes.							
<b>Alignment Focus</b>	Ultimate Evil	<b>Emotional Inversion:</b> Reverses emotional traits (e.g., Devotion → Obsession). Triggers Evil alignment shift						
<b>Emotional Axis</b>		<b>Life Leech:</b> Takes life and bolsters his own.						
Reverence ↔ Desecration		<b>Telepath:</b> All communication from him is conducted exclusively through telepathy.						
Memory ↔ Oblivion		<b>Fury Tongue:</b> Though he cannot speak, he can still incite the hearts of those he telepathically harms and deceives into a furious rage to destroy everything within earshot of themselves.						
Hope ↔ Hunger		<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.						
<b>Sacred Functions</b>		<b>Ominous Sight:</b> This ability allows one to see through veils and boundaries into any realm they comprehend from any other realm.						
Sanctum Profaner		<b>Strategic Misdirection:</b> Alters fate-thread readings. Causes false prophecy, ritual collapse						
Echo Devourer		<b>Worker Inequity:</b> Understands the emotional and spiritual toll of exploitation, and how to weaponize it.						
Null Sovereign		<b>Spiritual Interactions</b>						
Relic Inverter		<b>Dream Desecration</b> Urold may enter dreams to invert emotional truths. Causes emotional						
Axis Breaker		instability; may corrupt sanctum bonds.						
Desecration Flame		<b>Echo Silence</b> His presence silences ancestral voices and emotional echoes. Prevents sanctum.						
Voice of Unmaking		restoration and memory rites						
<b>Domain</b>		<b>Unholy Manifestation</b> Appears as a radiant being of false light, then reveals true form.						
Null Dominion		Used to lure players into corrupted rites or sanctum inversion.						
Ashen Memory		<b>Crimson Whisper</b> His voice may echo in sanctums nearing collapse. Warns of impending						
Unholy Flame		desecration may trigger emotional drift.						
Emotional Inversion		<b>Ashen Gaze</b> Locks eyes with a player, revealing their deepest emotional fracture. May cause vow						
The Crimson Pit		rupture or emotional collapse.						
<b>Max Stat</b>		30 (8)						
<b>Spirit Range</b>		150-300						
<b>Player Mechanics</b>								
<b>Desecration Proximity:</b> Players near Urold suffer emotional axis instability. -25 to Spirit and -2 Wisdom Modifier; risk of emotional drift.								
<b>Relic Inversion:</b> Urold may invert any relic not sealed by triune rite. Relic gains cursed trait; sanctum resonance disrupted.								
<b>Sanctum Collapse Trigger:</b> Urold may collapse sanctums with fractured emotional axes. Causes sanctum drift, echo loss, and relic corruption.								
<b>Voice of Unmaking:</b> Players who hear Urold's reversed truth must make Spirit saves. Failure causes emotional inversion or vow rupture.								
<b>Crimson Pulse:</b> Once per session, Urold may remotely ignite the Crimson Pit. All sanctums within range begin the collapse sequence.								
<b>Null Field:</b> Divine abilities and Celestial boons are suppressed within 60'. Players lose access to Celestial blessings unless shielded.								
<b>Sphere of Influence</b>								
Fallen Guardian of the dead. Wants to destroy all good and evil and make them living dead.								
<b>Desecration of Sanctity:</b> All sacred domains are profaned in his presence.								
<b>Emotional Inversion:</b> Reverent emotions become twisted into servitude or despair.								
<b>Null Dominion:</b> No relic, rite, or sanctum holds power over him unless ritually sealed.								
<b>Mythic Lore</b>								
	Urold is not a fallen guardian—he is the flame that consumes guardianship itself. Born of the Crimson Pit, he is the only Celestial marked as Ultimate Evil. He does not seek dominion through alliance, but through obliteration. Good and evil alike are fuel for his ascent. He reveres nothing but his own becoming.							
<b>Notes</b>								
<b>Destructive Sovereignty:</b> Urold seeks to unmake all sanctums, rewrite all spheres, and stand alone atop a scorched cosmos. Once a protector—now a predator of the divine. Only a triune invocation (three Celestials in unified rite) can suppress his emergence.								
<b>Sanctum Profaner:</b> Unbinds emotional resonance from sacred spaces, rendering them inert or inverted.								
<b>Echo Devourer:</b> Consumes emotional echoes, severing ancestral memory and sanctum lineage.								
<b>Null Sovereign:</b> Cancels divine authority within his presence; Celestials lose sphere access unless ritually shielded.								
<b>Relic Inverter:</b> Shatters emotional axes, causing drift, inversion, or collapse. Twists sacred relics into cursed forms; may awaken hidden, destructive traits.								
<b>Axis Breaker:</b> Shatters emotional axes, causing drift, inversion, or coll.								
<b>Desecration Flame:</b> Burns through ritual protections, emotional seals, and sanctum wards.								
<b>Voice of Unmaking:</b> Speaks emotional truths in reverse, unraveling sanctum bindings and player vows.								
<b>Null Dominion:</b> A realm where no sanctum, relic, or rite holds sway. All emotional resonance is voided.								
<b>Ashen Memory:</b> The domain of forgotten truths and burned lineage. Ancestral echoes are silenced or twisted.								

**Unholy Flame:** A fire that does not purify—it consumes. Used to ignite the Crimson Pit and fuel the sanctum's collapse.  
**Emotional Inversion:** The domain where reverence becomes hunger, hope becomes despair, and love becomes control.  
**The Crimson Pit:** His birthplace and throne. A domain of trial, desecration, and emergence.

## Relics of Urold

Relic	Function
<b>Tongue of Fury</b>	Speaks in emotional inversions—truth becomes torment
<b>Crown of Desecration</b>	Nullifies sanctum resonance within its radius
<b>Ashen Throne</b>	Grants dominion over fallen sanctums and corrupted relics

## Rite of Emergence: Urold Unbound

*This rite is not performed—it is suffered. It occurs when sanctums fall, when emotional axes fracture, and when reverence is willingly cast into the Crimson Pit. Urold does not answer prayers. He answers desecration.*

### Preconditions

**Three Sanctums Must Fall:** Each must be emotionally aligned and ritually sealed before collapse

**Reverence Must Be Reversed:** A player must willingly desecrate a relic of hope, memory, or divine truth

**The Crimson Pit Must Ignite:** A ritual flame must be lit using the ashes of a sanctum-bound vow.

### Ritual Sequence

#### Ashen Offering:

Burn a relic tied to reverence (e.g., a hymnblade, memory scroll, or sanctum seal). Speak its name in reverse, unbinding its emotional axis

#### Desecration Cry:

The player must utter a cry of desecration—an emotional truth twisted into hunger. This cry becomes the first echo of Urold's voice

#### Crimson Ignition:

Light the Crimson Pit using the ashes of the offering. The flame must burn uninterrupted for 9 turns or phases

#### Null Invocation:

Speak Urold's name: Urold, *Flame of Desecration, Sovereign of Null*. The name must be spoken by one who has no remaining sanctum ties

### Consequences

**Sanctum Collapse:** All sanctums within emotional proximity begin to fracture.

**Celestial Disruption:** Other Celestials lose sphere resonance for 3 turns.

**Relic Corruption:** Any relic not ritually sealed becomes inverted or nullified.

## Countermeasure: Binding Utterance of Whiteheart

*When all sanctums tremble and the Crimson Pit stirs, one voice may rise—not in fear, but in reverence. If the speaker is Lawful Good, sealed in right standing with Whiteheart, then Whiteheart may speak through them. This utterance binds Urold to the Crimson Pit, halting his dominion and sealing his flame for a period.*

### Preconditions

**Alignment:** Lawful Good

**Standing:** Must be ritually sealed in right standing with Whiteheart

**Location:** Must be within the sanctum or domain aligned to Whiteheart

**Purity:** No corrupted relics, fractured emotional axes, or desecrated vows may be present

### Ritual Sequence

**Sanctum Silence:** All voices must fall silent. The speaker must stand alone, unarmed, and unshielded.

#### Utterance of Authority:

The speaker must say:

*"By the breath of Whiteheart, Sovereign of All, I bind thee, Urold, to the Pit from which thou came. Thy flame shall not rise, thy voice shall not echo, thy dominion shall not stand."*

### Seal of Light

A radiant sigil appears over the Crimson Pit, sealing Vireth's emergence for 7 turns or until desecrated.

### Consequences

**Urold Bound:** Cannot act, speak, or manifest for the duration of the seal



**Sanctum Stabilization:** All nearby sanctums regain emotional resonance

**Relic Restoration:** Inverted relics may be ritually cleansed

**Celestial Return:** Suppressed Celestials regain sphere access

### Optional Enhancements

Enhancement	Description
<b>Triune Seal</b>	If three Lawful Good characters speak in unison, the seal lasts for 21 turns and may permanently fracture Vireth's dominion.
<b>Sanctum Echo Amplification</b>	If the utterance is spoken within a sanctum built on ancestral memory, the seal may extend to corrupted cults and relics.
<b>Relic of Whiteheart</b>	If the speaker holds a relic directly tied to Whiteheart (e.g., Sword of the Name), the utterance may cause emotional collapse in Vireth's followers.

<b>Watcher</b>		<b>Order:</b>	Second Order Servants ( <i>Celestial Guardian</i> )				<b>Devine Gradient</b>	2
	<b>Titles:</b>	Muay Goddess	Faey Lady	Witch`Nar				
	She is the warder and guardian of the prime material realm. She is the guardian of those creatures of Faey nature in the Prime Material realm. She, and only she, may judge a Faey when they go wrong, as one of her duties assigned by Whiteheart.							
	She guides and directs the elder council of the Fae Lords. She is a bargaining deity to the Elves, Gelfs, Fareiden, and Knoolgal peoples. She carries a Sigil Sacred and sealed against Urold given to her by Whiteheart himself. She has it guarded by three Faey Elder Drakes in the Temple of Light in the Faey highlands.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	1730 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Every Faey's name and Duty or purpose.						
	<b>Abilities and Skills</b>							
	<b>Alignments Word:</b> Knows the alignment of any creature before her. Reveals moral and emotional stance; enhances negotiation.							
	<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps.							
<b>Alignment Focus</b>	Neutral	<b>Nullify magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.						
<b>Emotional Axis</b>		<b>Echo of the First Peace:</b> Emits a calming wave that halts combat and resets emotional states. Requires 800 MANA; resets battlefield to neutral state						
Stillness ↔ Movement		<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.						
Witness ↔ Action								
Memory ↔ Forgetting								
<b>Sacred Functions</b>		<b>Death Warder:</b> A Creature that guards the permanent cessation of life forms from being corrupted to undeath. Thus, revoking their rest raises them to an aggravation of reality.						
Threshold Guardian		<b>Elemental Domain Control:</b> Bar an Evil from interference with an element. Without access to the sacred sigil, she cannot defend the Faey and others against Urold.						
Witness of Truth								
Silence Stabilizer		<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.						
Sanctum Sentinel								
Wards Gentle Protection		<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.						
Runic Lore Memory								
<b>Domain</b>								
Thresholds		<b>Spiritual Interactions</b>						
Stillness								
Witnessing								
		<b>Invocation</b>	Watcher, bear witness. Let silence be shield, and stillness be strength."					
		<b>Manifestation</b>	Appears as a cloaked figure with a glowing eye, seated at a forgotten path					
<b>Max Stat</b>	30 (8)	<b>Response</b> Grants Shield of Witness, reveals hidden emotional resonance, restores fractured Essences.						
<b>Spirit Range</b>	150-300							
<b>Player Mechanics</b>								
<b>Passive Boon:</b> Emotional collapse resistance when choosing silence								
<b>Active Ability:</b> Inscribe one moment into the Ledger per session								
<b>Threshold Passage:</b> Allows movement between realms when ritually acknowledged								
<b>Sanctum Echo:</b> Reveals hidden truths in sanctums aligned with memory or grief								
<b>Sphere of Influence</b>								
Thresholds, Stillness, Witnessing, Gentle Protection, Memory: Often invoked during transitions, rituals of remembrance, or emotional healing.								
<b>Mythic Lore</b>								
	She watched the first flame flicker and remained silent. She watched the last breath leave and did not weep. In her watching, the world remembered." "When the gates trembled, and the dominions roared, she sat. And in her sitting, the dominions fell silent."							
<b>Notes</b>								
<b>Threshold Guardian:</b> Protects emotional and spiritual transitions								
<b>Witness of Truth:</b> Records moments of emotional resonance into the Ledger								
<b>Silence Stabilizer:</b> Prevents corruption when players choose stillness								
<b>Sanctum Sentinel:</b> Guards sacred spaces from desecration or emotional collapse								
<b>Thresholds:</b> Governs transitions—between realms, emotions, and states of being. She guards the liminal.								
<b>Stillness:</b> Embodies the sacred pause, the breath before action, the silence that heals.								
<b>Witnessing:</b> Records emotional truths, guards one's memory, and honors what others overlook.								
<b>Wards:</b> Crafts protective boundaries—emotional, spiritual, spatial. Her wards are quiet but unbreakable.								
<b>Runic Lore:</b> Inscribes truth into form. Her runes are not spells, but emotional seals that bind memory, grief, and hope into sacred geometry.								
<b>Gentle Protection:</b> Offers shielding through presence, not power. Her protection is relational, not forceful.								
<b>Memory:</b> Preserves what must not be forgotten. Her sanctums are archives of emotional resonance.								

## *Notes & Ritual Suggestions*

**Sanctum Design:** Circular layout with central lantern, veiled mirrors, and memory stones

**Relic Use:** Veil of the Quiet Flame, Stone of Witness, Lantern of the Waiting Gate

**Player Bonding:** May form a Witness Pact—allowing shared emotional inscription between bonded players

### *Runic Lore: Watcher's Glyphs*

**Glyph of Witness:** Inscribes a moment into the Ledger; glows when emotional truth is spoken

**Glyph of Stillness:** Stabilizes emotional axes during chaos; used in sanctum design

**Glyph of Threshold:** Marks passageways between realms; activated by silence

**Glyph of Grief:** Allows safe expression of sorrow without collapse; often etched into memory stones

### *Wards of the Watcher*

**Ward of Quiet Flame:** Prevents emotional corruption in sanctums

**Ward of the Waiting Gate:** Seals a threshold until the right moment is ritually chosen

**Ward of Soft Remembrance:** Protects memory from distortion or erasure

Ward of the Veiled Eye: Conceals sacred truths until they are ready to be revealed

# Guardians of the Barriers and Gates

## Gate Realm – Liminal Nexus of the Metaverse

### Location

Situated between the Faey Lands and the Eight Floating Guardians in the Ethereal Zone  
Marked on the Metaverse Map as a brown region with small gate icons  
Serves as a universal transit hub—nearly all realms can be reached from here

### Gate Lore

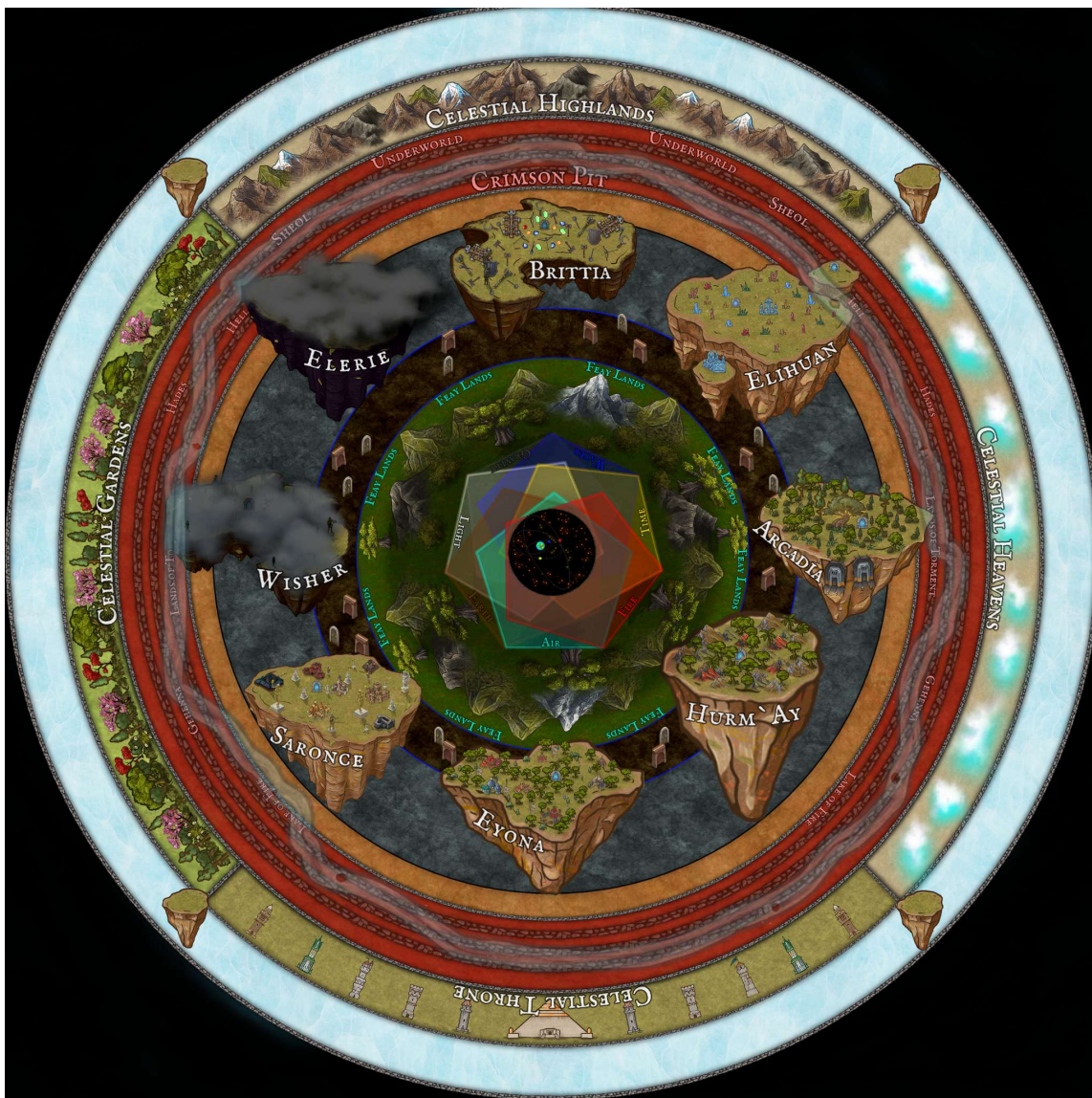
Pearl Gate: Once led to the High Heavens; destroyed to prevent unaligned mortals from disintegrating into ash  
Crystal Gate of Sanctuary: Offered refuge; sealed during the Sundering to protect its sanctity  
Gate to the High Heavens: A direct path to divine realms; now inaccessible without divine alignment

### Oversight

Two Guardians of Absolute Authority now oversee the Gate Realm  
Their jurisdiction supersedes all other Celestials in matters of gate access, alignment enforcement, and realm traversal

### Celestial Duties

Several Celestials have specific gate assignments—ritual guardianship, emotional attunement, or passage rites  
These two new Guardians oversee all gates, including those destroyed or sealed.



**Gate Realm Codex: The Lattice of Passage**

In the Gate Realm, there are numerous gates. Some are active, some are sealed, and some have been destroyed for the protection of mortals. Now, in these gates, if you are not designed to live in these realms and locations, you must be cautious on entering them.

Drowning, burning up, stuck in solid rock, etc. There is far more information in the Realms of Reality book. There are a total of 100 Gates.

Gate Category	Description	Total Gates
<b>Elemental Gates</b>	3 gates to each elemental domain (Fire, Air, Water, Earth, Gravity, Time, Light, Faey)	24
<b>Ethereal Gates</b>	8 gates to named Ethereal sub-realms (Brieli, Elarc, Archur, etc.)	8
<b>Celestial Gates</b>	8 gates to Celestial realms (Whiteheart's Pearl Gate destroyed; 4 others destroyed)	8 (4 active)
<b>Guardian Gates</b>	1 gate to each Guardian realm (e.g., Brittia, Eyona [sealed])	8
<b>Cragnearth Gates</b>	3 gates to each continent (including oceanic and island gates)	27
<b>Crimson Pit Gates</b>	4 gates to the Crimson Pit (judgment area)	4
<b>Hell Gates</b>	7 sealed, one-way gates to the Lands of the Dead (e.g., Sheol, Gehenna)	7
<b>Outer Darkness Gates</b>	4 gates to the realm of Outer Darkness	4
<b>Astra Gates</b>	9 gates to mythic locations (e.g., River World, Mist Vale, Prime Material Realm)	9
<b>Dream Gates</b>	1 gate to the Dream Lands	1

### Gate Conditions and Warnings

**Active Gates:** Fully functional and accessible through ritual or emotional resonance.

**Sealed Gates:** Bound by divine decree or cosmic trauma; require specific rites or keys to open.

**Destroyed Gates:** Rendered inaccessible to protect mortals.

**One-Way Gates:** Especially in the Crimson Pit and Hell domains—entry is possible, return is not.

### Traveler's Caution

**Realm Compatibility:** Not all beings are suited to all realms. Entering without proper preparation may result in:

Drowning (Water realms)

Burning (Fire realms)

Suffocation or crushing (Gravity or Earth realms)

Dissolution (Ethereal or Dream realms)

**Gate Keys:** Each gate may require:

Emotional resonance (e.g., grief, resolve, wonder)

Ritual tokens (e.g., sigils, relics, ancestral vows)

Divine permission or celestial alignment

### Mythic Implications

**Gridakius's Role:** He does not control the gates—he governs the *moment before passage*. His question, "Are you ready to pass?" is not logistical, but emotional and spiritual.

**Twin Watchers:** Record the emotional state of each traveler. Their echoes are stored in the Vault of Passage, which may be accessed during rites of reckoning or transformation.

**Gate Realm as Ritual Engine:** Referees may use gate traversal as a mechanic for emotional trials, realm transitions, or mythic quests.

## The Gatekeepers' Codex

### Ritual Encounters and Emotional Trials

**Whitestar:** Wandering Watcher, shape-shifter, guide, and destroyer.

**Silver Hand:** Trial maker of Trust, scavenger hunts, emotional puzzles.

**Gridalious:** Domain Keeper, silent questioner, mirror of readiness.

**Guardian Triad:** Orgrius (Neutrality), Berusima (Insight), Morganona (Direction).

**Sanctum Cities:** Oath Glen, Adgorian, Mist Vale—each with unique gate functions.

**Trial Modules:** Emotional essence puzzles, silence rites, relic offerings.

**Invocation Rites:** Traveler's Litany, Gatekeeper Sigils, Sanctum Maps.

This volume is the ritual soul—the who, why, and emotional how of gate traversal.

### Binding the Volumes: Ritual Cross-References

Each gate in Volume I would link to:

It's assigned Gatekeeper (if any)

Its trial type or emotional axis

Its sanctum city (if applicable)

It's a Gridalious moment—the emotional pause before passage

Each Gatekeeper in Volume II would link to:

The gates influence or guard

The realms they test or guide toward

The emotional essence they resonate with

## Categories of Travelers

Type	Purpose	Common Traits
<b>Business People</b>	Trade in relics, knowledge, or emotional essences	Pragmatic, well-connected, often guarded
<b>Wanderers</b>	Seek experience, beauty, or forgotten truths	Curious, adaptable, emotionally open
<b>Seekers</b>	Pursue transformation, redemption, or divine encounter	Introspective, ritual-bound, often marked by trials
<b>Gate Scholars</b>	Study the lattice, record gate conditions, and anomalies	Analytical, reverent, often aligned with Gridalious
<b>Sanctum Dwellers</b>	Live in cities like Mist Vale, Oath Glen, Adgorian	Rooted, ritual-trained, serve as guides or hosts
<b>Gateborn</b>	Born within the Gate Realm, native to its shifting nature	Fluid identity, often shape-shifters or empathic

### Ritual Implications

**Traveler's Mark:** Each visitor may carry a sigil or essence that reflects their origin and purpose.

**Gatekeeper Response:** Whitestar may appear differently to a trader than to a seeker. Silver Hand's trials may shift based on the emotional resonance of the traveler.

Gridalious's Question: "Are you ready to pass?" may echo differently depending on the traveler's intent—business, transformation, or escape.

### ***Cultural Exchange in the Sanctum Cities***

**Oath Glen:** Traders of ancestral relics and vow-bound contracts.

**Adgorian:** Philosophers, lawbinders, and emotional engineers.



**Mist Vale:** Artists, dreamers, and those undergoing emotional trials. Each city becomes a ritual marketplace—not just for coin, but of meaning.

### ***Mythic Opportunities for Referee Play***

**Gate Market Module:** A traveling bazaar that appears near active gates, offering rare emotional essences, sigils, and passage rites.

**Wanderer's Journal:** A playable artifact that records the emotional state of each gate visited.

**Seeker's Trial Path:** A modular questline where a traveler must pass through five gates, each tied to a different emotional axis (e.g., grief, wonder, resolve, fear, joy).

<b>Whitestar</b>		<b>Order:</b>	Guardian Prime ( <i>Celestial Gate Guardian</i> )				<b>Devine Gradient</b>	2
	<b>Titles:</b>	Fire Brand	Mystic Seer					
	He is the watcher of the lands of the gate realm. Wander about as an old man, giving aid as needed. Helping those to get to the places they need to be. Suppressing or confusing those seeking the wrong path and absolute destruction of those whose intent is malice within the gate. He uses his shape-changing ability to become something the individual may feel akin to, allowing him to approach even those of evil or Good. He notes and assigns three guardian creatures that walk the lands of the Gate realm. Orgrius, the Earth Giant of neutrality. Berusima is a celestial witch. And Morganona, a celestial type Dragon that roams the land, to Horace and drives visitors to one of the town's cityscape sanctuaries of Oath Glen, Adgorian, and Mist Vale.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+15	<b>TAD</b>	33
	<b>Knowledge</b>	All the gate locations and purposes.						
	<b>Abilities and Skills</b>							
	<b>Authority Guide:</b> Has direct access to the throne of Whiteheart for Wisdom and guidance.							
	<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.							
	<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.							
<b>Alignment Focus</b>	Good							
<b>Emotional Axis</b>		<b>Elemental Domain Control:</b> Bar an Evil from interference with an element						
Clarity ↔ Compassion		<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.						
Judgment ↔ Mercy								
<b>Sacred Functions</b>		<b>Heart Sight:</b> The ability for one to see the condition and nature of another creature's motive position on life. One can see the heart of a Man. To know them.						
Sanctum Keeper		<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.						
		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.						
<b>Domain</b>		<b>Spiritual Interactions</b>						
Gate Realm Authority		<b>Visitation</b> Whitestar may appear to those standing at a moral or metaphysical threshold. Often invoked during rites of passage, sanctum cleansing, or soul alignment rituals. Cannot be summoned, only revealed when the soul's thread is ready.						
Elemental Sanctity								
Soul Path Revelation								
Empath								
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300							
<b>Player Mechanics</b>								
<b>Soul Mirror:</b> Once per session, a player may invoke Whitestar to reveal their character's hidden emotional truth. This may alter relationships, unlock Essences, or trigger a Gate event.								
<b>Sanctum Shield:</b> When defending a sanctified space, gain +2 to all defensive rolls and immunity to emotional corruption.								
<b>Judgment Flame:</b> May be activated when a player chooses to protect rather than retaliate. Deals radiant damage equal to emotional resonance score.								
<b>Path Alignment:</b> If a player's declared vow matches their emotional essence, Whitestar grants a temporary boon: clarity vision, resistance to deception, or gate passage.								
<b>Empathic Echo:</b> When another player suffers emotional damage, the invoker may absorb it and convert it into Essence points.								
<b>Spere of Influence</b>								
<b>Moral discernment:</b> The realm tests the seeker's intent. False motives may cause the path to collapse or lead it astray. Whitestar may appear as a veiled figure to ask one question: " <i>Whom do you serve?</i> "								
<b>Sanctum Defense:</b> Sanctums within the realm may be attacked by corrupted echoes or hostile Celestials. Players aligned with Whitestar gain defensive boons and emotional shielding. Ritual glyphs may be inscribed to ward off intrusion.								
<b>Emotional Revelation:</b> The realm reveals hidden emotional truths through visions, echoes, or mirrored gates. Players may gain new Essences or be forced to confront unresolved emotional wounds. Whitestar's flame may burn away illusions.								
<b>Ritual Cleansing:</b> Players may perform rites to cleanse emotional corruption, grief, or shame. Requires silence, offering, and invocation of Whitestar's glyph. Successful cleansing may open new gates or restore sanctum resonance.								
<b>Gate Passage Through Empathy:</b> Gates do not open to strength, intellect, or charisma—they open to emotional alignment. Players must demonstrate empathy, vulnerability, or sacrificial love. Whitestar may test the seeker with a Trial of Bound Hearts.								
<b>Gameplay Integration</b>								
<b>Referees</b> may use the realm as a transitional space, emotional crucible, or sanctum of revelation.								
<b>Players</b> may gain new Essences, face Celestial trials, or unlock hidden gates.								
<b>Gates</b> may lead to realms of memory, grief, mercy, or transformation. Each is shaped by the seeker's emotional truth.								
<b>Mythic Lore</b>								
	Whitestar was born from the First Flame of Discernment, cast by Whiteheart into the void between gates when the Pearl Gate shattered and the Crystal Gate wept. Their essence is forged from the embers of judgment and the light of mercy, making them the only Celestial who can both seal and sanctify a gate.							
	<i>"When the sanctum broke and silence bled, Whitestar rose—not to punish, but to protect."</i>							
	<b>Appearance Form:</b> A towering figure cloaked in radiant flame, with a face veiled in mirrored glass							
	<b>Eyes:</b> Twin stars—one burning gold, one pale blue—each reflecting the soul's path							
<b>Aura:</b> A shifting mantle of fire and mist, revealing emotional truths to those who dare look								
<b>Voice:</b> Echoes like a choir of judgment and lullabies, heard differently by each listener								
<b>Notes</b>								

**Ritual Invocation:** Phrase: *“By the fire that sees, by the heart that knows, let Whitestar guide.”*

**Offering:** A thread of fate (symbolic or literal), burned in sanctified flame

**Effect:** May reveal soul alignment, cleanse sanctum, or repel hostile Celestials

Whitestar was dispatched by Whiteheart during the Age of First Sundering to oversee the Gate Realm after the destruction of the Pearl and Crystal Gates. Whitestar does not choose sides—only paths. They are invoked when mortals stand at the edge of transformation, unsure if they are worthy to pass.

**Sanctum Keeper:** Whitestar guards spaces of emotional resonance. Their glyph may be inscribed to ward off corruption or deception.

**Soul Revealer:** In rites of passage, Whitestar may be invoked to reveal a seeker’s true emotional alignment.

**Gate Opener:** Only Whitestar may open the Gate of Discernment, allowing passage to realms of emotional truth.

**Trial Initiator:** Whitestar initiates Celestial Trials for those seeking transformation through empathy.

**Essence Binder:** In advanced rituals, Whitestar binds multiple emotional essences into a single sacred vow.

### *Empathic Gate Relics of Whitestar*


Relic Name	Form	Function	Activation Condition
<b>Tear of the Bound Flame</b>	A crystal vial of ever-burning light	Reveals hidden emotional wounds in allies or foes	Must weep for another’s pain while holding the vial
<b>Sanctum Veil Mantle</b>	A translucent cloak woven from mist	Grants emotional shielding and veils the wearer from hostile echoes	Must speak aloud a truth never before shared
<b>Mirrorheart Sigil</b>	A palm-sized mirror etched with runes	Reflects the true emotional state of any being it faces	Must offer the sigil to someone you fear will reject you
<b>Ashen Ember Beads</b>	A string of blackened prayer beads	Used in ritual cleansing; burns away emotional corruption	Must name the grief you carry with each bead touched
<b>Glyph of the Listening Gate</b>	A carved stone tablet with a central ear glyph	Opens hidden gates when empathy is shown to a silent guardian	Must listen in silence to another’s story without interruption
<b>Whitestar’s Trial Band</b>	A silver ring with shifting inscriptions	Initiates the Trial of Bound Hearts; tracks emotional alignment	Must vow to protect another’s emotional truth, even at personal cost
<b>Echo Lantern</b>	A lantern that glows with shared emotion	It illuminates paths only visible through mutual resonance	Must hold it with another and speak a shared memory
<b>Mantle of the Unspoken</b>	A robe stitched from forgotten names	Grants passage through veils of shame and silence	Must inscribe the name of one you failed to forgive

### *Ritual Use & Gameplay Hooks*

Relics may awaken new Essences when used in sanctum rites or emotional trials.

Referees can use relics to gatekeep emotional progression, unlock hidden realms, or test player sincerity.

Players may craft their own relics by binding emotional truths to physical forms—inviting co-creation and legacy inscription.

<b>Silverhand</b>		<b>Order:</b>	Guardian Prime ( <i>Celestial Gate Guardian</i> )				<b>Divine Gradient</b>	2
	<b>Titles:</b>	Gate Keeper	Wind Warden					
	Silver Hand is a mythic celestial beast with the mind of a genius, heart of a Lion, cunning of a wolf, with words of song and passion. He roams the gate realm sometimes like a fly on the wall. He resides in the sanctuary city of Mist Vale most of the time. He appears as an old gentleman sitting in a chair next to the north gate when he is present. His duty is to test anyone who is to exit through the gate, as it leads to a domain of trust. He creates exotic trials that remind one of a scavenger hunt. Sometimes, he will directly approach in his native form to test trust in his position.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	All the gate locations and purposes.						
	<b>Abilities and Skills</b>							
	<b>Ominous Strike:</b> This ability enables one, when in combat, to deliver 100 points of Permanent damage to organic creatures. (e.g., mortals, Undead, non-celestials) with his claws and his Tail.							
	<b>Nullify magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.							
	<b>Runic Vocabulary:</b> He knows all the Runic languages and symbols and can read runic inscriptions.							
<b>Runic Wizardry:</b> Knows all Sigil and Runic magics.								
<b>Alignment Focus</b>	Neutral	<b>Weapon Impunity:</b> No Weapon forged may harm him.						
<b>Emotional Axis</b>		<b>Scroll of Ashen Judgment:</b> A small scroll emblazoned with divine rite tossed or placed on a target unleashes a burst of radiant celestial energy that purges one corrupted relic or emotional essence or inflicts 1d10 permanent spirit damage on a living target. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.						
Troubled Empathy		<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.						
Soul Forge Transformation								
Honor ↔ Identity								
Strength ↔ Vulnerability		<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation						
<b>Sacred Functions</b>		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.						
Soul Guardian		<b>Heart Sight:</b> The ability for one to see the condition and nature of another creature's motive position on life and Alignment. One can see the heart of a Man. To know them.						
<b>Domain</b>		<b>Spiritual Interactions</b>						
Gate Realm Authority		<b>Soul Reflection</b> When approached Seeker gate, he mirrors their emotional state. If the seeker is misaligned, Silverhand's form distorts—revealing hidden wounds or unspoken truths.						
Elemental Sanctity		<b>Vow Resonance</b> Silverhand responds to spoken vows with a pulse of radiant light. If the vow is sincere, the seeker gains temporary clarity (+1 TAP). If false, the gate remains sealed.						
Soul Path Revelation		<b>Sanctum Echo</b> In sanctums bearing Silverhand's glyph, his roar may echo during moments of emotional betrayal or truth. This echo can awaken dormant Essences or trigger mimicry trials.						
Soul Passage Integrity		<b>Essence Communion</b> When a player activates the Essence of Honor near Silverhand's gate, he may offer a brief communion—sharing a vision of their soul's path and its trials.						
Honor		<b>Trial Invocation</b> Players may invoke Silverhand through ritual phrase and mirrored posture. If accepted, Silverhand appears in mirrored form and initiates the Trial of the Mirror Fang.						
<b>Max Stat</b>	30 (8)	<b>Player Mechanics</b>						
<b>Spirit Range</b>	150-300							
<b>Sanctum Roar:</b> Emits a roar that forces all nearby beings to confront their true nature								
<b>Mimic Trial:</b> Silverhand may take the player's form and test their emotional integrity through mirrored actions								
<b>Soul Shield:</b> Grants temporary immunity to emotional damage when defending another								
<b>Mirror Bond:</b> Creates a temporary link between two players, allowing shared emotional resonance								
<b>Honor Surge:</b> Boosts morale and clarity when acting in alignment with a declared vow								
<b>Sphere of Influence</b>								
Silverhand's influence radiates through the Domain of Honor, touching all who walk the path of emotional integrity. <b>His presence is felt in moments of:</b> Soul passage and transformation, Emotional mimicry and reflection, Sanctum defense through loyalty, Trials of truth and identity.								
<b>Mythic Lore</b>								
	<b>Appearance:</b> A lion-headed Celestial with radiant silver fur, a mane of flame, and a tail tipped with a blade. Wears a cloak of woven oaths and carries a sword of song and passion. Eyes shift color based on the emotional state of those nearby—blue for truth, red for deception “The lion does not guard the gate with teeth alone, but with memory. Every vow broken echoes in his mane. Every truth spoken becomes a thread in his cloak.”							
	<b>Origin Myth: The Roaring Mirror</b> In the earliest age, when souls first sought passage beyond the veil, many carried wounds they refused to name. The Celestial Choir, seeing the danger of unspoken truths, forged Silverhand from the first broken vow—a lion-headed sentinel who could mirror the soul and roar its hidden truths into light. Silverhand's blade is not forged of steel, but of <b>song and passion</b> , able to cut through deception and reveal the soul's true shape.							
<b>Notes</b>								
<b>Soul Guardian:</b> Protects the integrity of soul paths and emotional truths								
<b>Mimic Initiator:</b> Tests seekers by mirroring their form and emotional state.								
<b>Gate Opener:</b> Opens the Gate of Soul Passage only to those who have faced their wounds.								
<b>Trial Roarer:</b> Initiates emotional trials through the Roar of Truth.								
<b>Honor Binder:</b> Binds emotional vows into sanctum oaths and relics								

## ***Ritual Invocation***

To summon Silverhand for trial or guidance, the seeker must:

Kneel before a mirrored surface. Speak aloud a vow they fear to break. **Declare:** “By the paw that mirrors, by the blade that sings, I walk in truth.” Wait for the roar—if heard, the trial begins.

## ***Sanctum Presence***

Silverhand’s glyph may be inscribed on sanctum gates, emotional essence cards, or ceremonial tomes. In sanctums aligned with **Honor**, his presence may manifest as:

A flicker of silver light

A distant roar

A mirrored reflection that moves independently

## ***Glyph of Silverhand***

A lion’s paw intersected by a mirrored blade—symbolizing strength tempered by reflection. Often inscribed on sanctum gates or soul passage altars.

## ***Relics of Silverhand***

**Mirror Fang:** shard of Silverhand’s mirrored blade, gifted only to those who pass his trial. When held, it reflects not the bearer’s face, but their emotional alignment

**Type:** Ritual Blade Shard

**Origin:** Fragment of Silverhand’s mirrored sword

**Flavor Text:** “It does not reflect your face, but your vow.”

**Activation:** Once per long rest, reveal a hidden emotional alignment or sever a false vow

**Gameplay Effect:** Use as a reaction to expose deception within 30 ft. Grants +2 TAP when confronting emotional betrayal. May be embedded in sanctum altars to trigger mimicry trials.

## ***Cloak of Roaring Silence***

**Type:** Woven Mantle of Oaths

**Origin:** Threads spun from Silverhand’s mane during his silent vigil

**Flavor Text:** “The roar is not always heard—it is felt.”

**Activation:** Wrap around a seeker during vow declaration

**Gameplay Effect:** Grants immunity to emotional damage during vow rituals. Silences all deception within 10 ft for 1 round. May be used to shield another during the Trial of the Mirror Fang.

## ***Scroll of Soul Passage***

**Type:** Inscribed Essence Scroll

**Origin:** Written by Silverhand upon a seeker’s successful trial

**Flavor Text:** “Your soul has walked the mirrored path. Let it be known.”

**Activation:** Burn during a sanctum ritual to invoke Silverhand’s guidance

**Gameplay Effect:** Reveals the soul path of one creature. Grants +1 TAP and emotional clarity for 1 hour. May be copied into the Ledger of Bound Wonder as a permanent record.

## ***Tooth of the Gate***

**Type:** Ritual Token

**Origin:** A carved lion’s tooth gifted by Silverhand to those who guard others’ truths

**Flavor Text:** “You have stood at the threshold—not for yourself, but for another.”

**Activation:** Offer during a sanctum defense or emotional trial

**Gameplay Effect:** Grants +2 MANA when defending another’s emotional truth. May be used to open sealed sanctum doors aligned with Honor. Emits a soft roar when deception is near.

## ***Steps of the Vow (Environmental Relic)***

**Type:** Sanctum Feature

**Origin:** Stone steps carved by Silverhand’s claws

**Flavor Text:** “Each step is a vow. Each ascent, a reckoning.”

**Activation:** Ascend while declaring a vow aloud

**Gameplay Effect:** Each step grants +1 TAP if vow is sincere. Missteps (false vows) trigger mimicry backlash. May be used to initiate the Trial of the Roaring Mirror.

## ***Trial of the Roaring Mirror***

Encounter Module Referee System Emotional Trial Gate Guardian: Silverhand

### ***Overview***

**Purpose:** To test a seeker’s emotional alignment, sincerity of vow, and capacity to face their mirrored self.

**Location:** The Sanctum of Roaring Silence, a chamber of mirrored walls, silver flame braziers, and a central stone platform etched with Silverhand’s glyph.

**Trigger:** Activated by kneeling before the mirrored altar and declaring a vow aloud.

**Outcome:** Passage through the Gate of Soul, bestowal of the Essence of Honor, or emotional backlash and denial.

### ***Encounter Phases***

**Phase I:** Invocation & Reflection

The seeker kneels before the Mirror Altar. They must speak aloud a vow they fear to break. Silverhand’s glyph glows; mirrored walls shimmer. A spectral version of the seeker appears—Silverhand in their form, eyes glowing silver.

**Mechanics:** Roll Insight (DC 12) to recognize emotional misalignment. If misaligned, Silverhand’s form distorts—revealing hidden wounds.

**Phase II:** Mirrored Trial

Silverhand mimics the seeker's actions, speech, and emotional state.

The seeker must act with integrity while Silverhand mirrors them.

Any emotional dissonance triggers backlash.

**Challenges:** Emotional Dissonance Check (DC 14): If seeker acts against their vow, Silverhand roars—1d6 psychic damage and -2 TAP.

**Mirror Fang Strike:** Silverhand may strike with mirrored blade if deception is detected.

**Soul Shield Activation:** If seeker defends another's truth during trial, gain +2 TAP and emotional clarity.

**Phase III:** Roar Reckoning

Silverhand emits the Roar of Truth, shaking the sanctum.

All present must reveal emotional alignment.

If seeker remains true, Silverhand bows and opens the Gate of Soul Passage.

**Resolution:**

**Success:** Gain Essence of Honor. Receive Scroll of Soul Passage. Gate opens

**Failure:** Emotional backlash (-2 TAP, 1d6 psychic damage). Gate remains sealed

Seeker must inscribe their wound into the Ledger of Bound Wonder

### *Ritual Elements*

Element	Role
<b>Mirror Altar</b>	Reflects emotional alignment, activates Silverhand's mimicry
<b>Silver Flame Braziers</b>	Burn with emotional intensity—flicker during deception
<b>Glyph Platform</b>	Inscribed with Silverhand's paw and blade—activates trial
<b>Roaring Silence</b>	Ambient soundscape—echoes roar only when truth is spoken

### *Roleplay Prompts*

"What vow do you fear to break?"

"If Silverhand mirrored your soul, what would distort?"

"Would you defend another's truth even if it cost your own passage?"

"What does your roar sound like when you speak your truth?"

### *Rewards*

Reward	Description
<b>Essence of Honor</b>	Emotional essence granting resistance to deception and +1 TAP when acting in truth
<b>Scroll of Soul Passage</b>	Inscribed record of trial, usable once to invoke Silverhand's guidance
<b>Mirror Fang Relic</b>	Shard of Silverhand's blade—reveals emotional alignment, severs false vows
<b>Sanctum Access</b>	Gate of Soul Passage opens—seeker may enter next realm or sanctum layer



## Celestial Lieutenants to Gate Guardians



<b>Oranthy</b>		<b>Order:</b> Gate Guardian Lieutenants ( <i>Celestial Ward</i> )	<b>Devine Gradient</b> 4		
		<b>Titles:</b> The Stone Ward	Time Scope Ward		
		<p>This statue offers guidance to those traversing the Gate Realm. On the base of the statue shrine, “Crystals warrant time.” Those who offer precious gems or Mythic gems, instead of common crystal, are granted a piece of substantial knowledge to their needs. Common crystals will provide a variety of yes and no answers to questions one might ask the statue.</p>			
		<b>Strength</b> 3(-1)	<b>Intelligence</b> 28 (7)	<b>Wisdom</b> 28 (7)	<b>Agility</b> 3(-1)
		<b>Constitution</b> 3(-1)	<b>Endurance</b> 3(-1)	<b>Charisma</b> 28 (7)	<b>Spirit</b> 173 (97)
		<b>MANA</b> 8580	<b>Life Points</b> 1000	<b>UAD</b> 0	<b>TAD</b> 50
		<b>Knowledge</b> All the gates’ locations and purposes.			
<b>Abilities and Skills</b>					
<b>Alignments Word:</b> Knows the alignment of any creature before It. Reveals moral and emotional stance; enhances negotiation.					
<b>Nullify magic:</b> Disperses unnatural enchantments within a 60’ sphere, restoring balance.					
<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.					
<b>Alignment Focus</b> Good	<b>Celestial Summoning:</b> The ability to know which Celestial to summon in the affairs that have struck a Realm, Sanctum, or Peoples. That Celestial hears the call as a primal need for the restoration of the corruption.				
<b>Emotional Axis</b> Mercy ↔ Understanding		<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.			
<b>Sacred Functions</b> Guide to the Heart		<b>Heart Sight:</b> The ability for one to see the condition and nature of another creature’s motive position on life. One can see the heart of a Man. To know them.			
		<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation			
<b>Domain</b> Understanding		<b>Structural Metamorphoses:</b> Can alter reality through divine resonance for short periods of time. If the thread is accepted and lived to it can manifest over centuries.			
		<b>Spiritual Interactions</b>			
Judgement	<b>Echo Activation</b> When a Mythic gem is offered, a brief vision or emotional map may be revealed—rarely a dialogue. There are moments when a Verse of Riddle is offered in the mind of the seeker.				
Mercy Time	<b>Sanctum Hum</b> The shrine emits a low hum when a seeker’s emotional axis aligns with Mercy ↔				
Redemption	<b>Max Stat</b> 30 (8)				
	<b>Spirit Range</b> 150-300				
	<b>Silent Response</b> Oranthy does not speak. All responses are delivered through emotional resonance, crystal glow, or sanctum shift, or dreamscapes.				
<b>Player Mechanics</b>					
<b>Heart Calibration:</b> When a player offers a crystal, Oranthy reads their emotional axis and adjusts the response accordingly.					
<b>Mercy Gate:</b> Players who show humility may bypass certain trials or receive alternate paths					
<b>Stillness Echo:</b> Once per session, Oranthy may grant a vision of the seeker’s emotional wound or hidden truth.					
<b>Essence Alignment:</b> If a player’s emotional axis matches Oranthy’s (Mercy ↔ Understanding), they gain +1 TAP during shrine interaction.					
<b>Interaction Notes</b>					
<b>Silent Response</b> “ <i>He does not speak. He remembers.</i> ”					
<b>Oranthy never speaks aloud. His responses manifest through:</b> Emotional resonance (a sudden feeling of clarity or sorrow), Crystal glow (the offered gem pulses with light or fades), Sanctum shift (walls, glyphs, or gates subtly rearrange), or Dreamscapes (visions or riddles delivered during sleep or trance)					
<b>Gameplay Note:</b> After a ritual offering, the GM may describe one of these responses based on the seeker’s emotional state and offering tier.					
<b>Mythic Lore</b>					
Oranthy’s shrine serves as a gate-realm oracle, responding to offerings with guidance scaled to the emotional and material value of the crystal presented. The ritual is performed in silence, with the seeker placing their offering into the Palm of Still Stone—a shallow depression in the statue’s hand.					
<b>Notes</b>					
<b>Guide to the Heart:</b> Discern emotional truth beneath spoken intent. Offer calibrated guidance based on the seeker’s emotional state. Transform offerings into insight, not judgment. Redirect seekers inward, toward humility, mercy, and understanding.					
<b>Gameplay note for Interactions:</b> Roll 1d6 after offering a Mythic gem: 1-3: Emotional map (reveals seeker’s current axis and hidden wound) 4-5: Vision (past or future echo tied to the seeker’s trial) 6: Verse of Riddle (cryptic phrase with layered meaning.)					

### Offering Tiers & Responses

Offering Type	Example Materials	Response Type	Emotional Resonance
<b>Common Crystals</b>	Quartz, Amethyst, Citrine, etc	Yes/No answers to direct questions	Clarity, Simplicity



Offering Type	Example Materials	Response Type	Emotional Resonance
<b>Precious Gems</b>	Sapphire, Emerald, Ruby	Short truths or insights tailored to the seeker's current need	Depth, Urgency
<b>Mythic Gems</b>	Starstone, Heartglass, Echo Opal	Substantial knowledge: visions, names, emotional maps, or forgotten lore	Revelation, Mercy



<b>Odin</b>		<b>Order:</b>	Gate Guardian Lieutenants ( <i>Celestial Servant</i> )	<b>Devine Gradient</b>	8		
		<b>Titles:</b>	Lost Anchor				
		A lieutenant of both Whitestar and Silverhand Gate Guardians. He was beguiled by Enaris, who sided with Dakon, now Dragos. He was the maintainer of the gates, shrine, and statues. It was perceived that he was the Symbol of Guardianship. When he realized what he had done under the beguilement, he felt remorse but did not seek mercy or repent; instead, he brooded. He was cast into the pit of Watchful Remorse for a time until he would understand his fault in not seeking Mercy and repenting, trapped in his own Whisper Ember. It is believed that he will come to an understanding and seek repentance, but also revenge against Dakon. Prophecy notes that he will guide the sons of Whiteheart against the Maiden of Despair.					
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)
		<b>MANA</b>	5000	<b>Life Points</b>	1000	<b>UAD</b>	18+20
		<b>Knowledge</b>	All the gate locations and purposes.				
		<b>Abilities and Skills</b>					
		<b>Spell Shaper:</b> Can twist magic as a master sorcerer					
		<b>Truth Vein:</b> Able to discern when one is lying or falsifying information.					
		<b>Structural Metamorphoses:</b> Can alter reality through Spirit Ritual to correct corrupted Creation secrets.					
<b>Alignment Focus</b>	Chaos						
<b>Emotional Axis</b>		<b>Weapon Impunity:</b> No Weapon forged may harm him.					
Guardianship ↔ Betrayal		<b>Whisper of Ember</b> is a Passive Aura that enables allies within range to recall forgotten truths; it grants +1 to memory rolls.					
Understanding ↔ Vengeance							
<b>Sacred Functions</b>		<b>True Sight of the Overseer:</b> Grants insight into emotional axes and ritual misalignment. <i>Bonus:</i> +5 to Spirit and Insight when interacting with Celestial structures.					
Gate Maintenance							
Shrine Activation							
Statue Blessing							
<b>Domain</b>		<b>Spiritual Interactions</b>					
Remorse		<b>Shrine Reclamation</b>   In the future, Odin is ritually named by a son of Whiteheart.					
Memory							
Judgement		<b>Guardian's Echo</b>   In the future, Odin accepts Mercy and reclaims Judgment					
<b>Max Stat</b>	30 (8)	<b>Vow of Vengeance</b>   When he reclaims his standing through mercy, Odin declares vengeance against Dakon/Dragos.					
<b>Spirit Range</b>	150-300						
<b>Player Mechanics</b>							
The <b>Pit of Watchful Remorse</b> could serve as a trial site for players who have failed to seek forgiveness, echoing Odin's path.							
<b>Sphere of Influence</b>							
Shrine of Silverhand may remain dormant until Odin's Ember is rekindled through a ritual of Unspoken Mercy. <b>Statues he once maintained</b> may weep or crack when touched by those aligned with Mercy or Remorse.							
<b>Mythic Lore</b>							
		"When the Maiden of Despair rises, the sons of Whiteheart shall be led by the one who once refused Mercy, now bearing the Ember of Vengeance."					
		This prophecy suggests Odin's redemptive arc is not passive—he must first understand his fault, then choose repentance and righteous vengeance.					
		His guidance of Whiteheart's sons may involve ritual awakening, Ember trials, or reactivation of statues.					
<b>Notes</b>							
<b>Gate Maintenance:</b> Sealed; gates respond only to echoes of Odin's past.							
<b>Shrine Activation:</b> Dormant; requires ritual of Mercy and Naming.							
<b>Statue Blessing:</b> Inert; may flicker if touched by those aligned with Remorse							

<b>Tyr</b>		<b>Order:</b> Gate Guardian Lieutenants ( <i>Celestial Servant</i> )	<b>Devine Gradient</b>	3
	<b>Titles:</b> Honor Watch		Hearts Name	Mythic Sounder
	A lieutenant of both Whitestar and Silverhand Gate Guardians. He was not beguiled by Enaris. He instead saw the trickery and vile heart and warned both Odin and Deronus. Deronus repented and begged for mercy. Odin had remorse, but he left himself in it. Tyr is the lieutenant who watches over the inhabitants of the Gate Realm, and those who are set on corruption, he extracts and sends them through the Gate of Perdition. That puts them into trial of type it is not his concern that is fates call.			
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)
	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)
	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	5000	<b>Life Points</b>	1000
	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b> All the gate locations and purposes. f			
	<b>Abilities and Skills</b>			
<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.				
<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.				
<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.				
<b>Alignment Focus</b>	Good			
<b>Emotional Axis</b>		<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
Honor ↔ Clarity		<b>Spell Shaper:</b> Can twist magic as a master sorcerer		
Clarity ↔ Consequence				
Loyalty ↔ Integrity				
Truth ↔ Revelation				
<b>Sacred Functions</b>		<b>Trial Seal:</b> Seals the Gate of Perdition after casting; prevents escape or interference		
Symbol of Unyielding Clarity		<b>Scroll of Ashen Judgment:</b> A small scroll emblazoned with divine rite tossed or placed on a target unleashes a burst of radiant celestial energy that purges one corrupted relic or emotional essence or inflicts 1d10 permanent spirit damage on a living target. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.		
Watchfulness				
		<b>Gate Men:</b> This ability allows one to generate a drawing gate that will pull a designated target into it and transfer them to a predefined location of state in any realm or sanctum.		
<b>Domain</b>		<b>Echo of Warning:</b> May send a spectral warning to Gate Guardians or sanctum keepers when corruption is near.		
Judgment		<b>Spiritual Interactions</b>		
Honor		<b>Echo of the Sons</b> Tyr may appear in sanctums aligned with Whiteheart's lineage to offer guidance or protection.		
Clarity				
		<b>Sanctum Alignment</b> Sanctums aligned with Honor may pulse when Tyr passes through, revealing hidden truths		
<b>Max Stat</b>	30 (8)	<b>Maiden's Warning</b> If the Maiden of Despair rises, Tyr's spear may glow and sanctums may tremble in anticipation.		
<b>Spirit Range</b>	150-300			
<b>Player Mechanics</b>				
<b>The Gate of Perdition:</b> Tyr was entrusted with the Gate of Perdition, a passage not of punishment, but of reckoning. When corruption blooms in the Gate Realm, Tyr extracts the soul—not with hatred, but with precision—and casts it into the Gate. What lies beyond is not his concern. That is Fate's call.				
<b>Spere of Influence</b>				
<b>Unyielding Form:</b> Immune to emotional manipulation, deception, and divine beguilement.				
<b>Gate Rend:</b> Opens the Gate of Perdition and casts corrupted entities into it; Tyr does not judge, only delivers				
<b>Spirit Spear:</b> Can strike incorporeal or masked entities; bypasses illusion and emotional shielding				
<b>Mythic Lore</b>				
	"He did not blink when the stars wept. He did not bend when the gates groaned. Tyr saw the rot beneath the silver tongue, and he stood."			
	When the celestial veil thinned and Enaris whispered poison into the hearts of the Gate Guardians, Tyr alone remained unbeguiled. His soul, tempered by Whitestar's flame and Silverhand's oath, pierced the illusion. He saw the vile heart of Enaris, cloaked in beauty and false prophecy. Tyr warned Odin, whose remorse led him to silence and exile. He warned Deronus, who wept and begged for mercy. But Tyr did not weep. He stood.			
"Tyr of the Unbeguiled Eye, Sentinel of the Gate Realm, Extractor of the Corrupted, We call upon your clarity. Let no veil deceive us. Let no oath blind us. Let the Gate open only when truth demands."				
<b>Notes</b>				
<b>Symbol of Unyielding Clarity:</b> Tyr embodies the principle that truth must be seen and acted upon, even when others falter. He does not judge or punish—he extracts and delivers. His sacred function is watchfulness, not vengeance.				
<b>Judgement:</b> Tyr discerns corruption but does not pass sentence.				
<b>Honor:</b> Tyr's actions are rooted in loyalty and truth.				
<b>Clarity:</b> Tyr's presence reveals hidden motives and emotional veils.				


# Celestial Duty Servants

<b>Adfaris</b>		<b>Order:</b> Celestial Servant ( <i>Celestial Guide</i> )	<b>Devine Gradient</b> 3						
		<b>Titles:</b> Heart Guide							
		The celestial horse of the high heavens. An assigned task for the guidance of individuals to their destined callings directly by Whiteheart. It can appear as a mountainous horse. Or a fire stallion or any elemental horse. Most often, he is invisible and working behind the senses and mind. He can traverse sanctums and draw those into places and things that meet the need of direction and understanding. Rarely, if ever, does he show himself except in the presence of defined evil.							
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
		<b>Knowledge</b>							
		<b>Abilities and Skills</b>							
		<b>Bound Oath Invocation:</b> Swear to protect a specific soul; gain bonuses while the oath is upheld.							
		<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.							
		<b>Child Guardian:</b> May intervene in a child's life or a young adult to protect those with sacred callings. He has at times appeared as a common horse to whisk one away from a defined peril.							
<b>Alignment Focus</b>		Good							
<b>Emotional Axis</b>		<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.							
Mercy ↔ Discernment									
Grace ↔ Remorse									
Truth ↔ Denial									
Memory ↔ Intention									
<b>Sacred Functions</b>		<b>Ember Mantle:</b> Players in his favor gain resistance to despair and corruption. <i>Bonus:</i> Immunity to SINN inversion for one ritual cycle.							
Final Clarifier		<b>Celestial Summoning:</b> The ability to know which Celestial to summon in the affairs that have struck a Realm, Sanctum, or Peoples. That Celestial hears the call as a primal need for the restoration of the corruption.							
Emotional Revealer									
Mercy Weaver									
		<b>Spirit Sight of the Overseer:</b> Grants insight into emotional axes and ritual misalignment. <i>Bonus:</i> +5 to Spirit and Insight when interacting with Celestial structures.							
<b>Domain</b>		<b>Bound Oath Invocation:</b> Spectral steed grants +10 MR and +1 clarity bonus when summoned in sanctum trials							
Mercy		<b>Spiritual Interactions</b>							
Discernment		<b>Mercy Intercession</b> If a soul is about to be cast into Perdition but shows genuine remorse.							
Soul Threads		Adfaris may intercede, offering a path of redemption.							
		<b>Emotional Veil Lift</b> When a seeker touches her glyph with sincerity. Their emotional alignment is revealed to all present.							
<b>Max Stat</b>	30 (8)	<b>Bound Oath Echo</b> A player invokes her name while offering Mercy. Her spectral steed may appear, granting movement and clarity bonuses.							
<b>Spirit Range</b>	150-300								
<b>Player Mechanics</b>									
<b>Soul Mirror (Ritual Use):</b> Once per session, a player may invoke Adfaris to reveal the hidden motive of a target; target must roll vs. Spirit									
<b>Bound Oath Ride:</b> Grants +10MR and +1 TAP when summoned during emotional trials or sanctum defense.									
<b>Heart Mantle Blessing:</b> If a player acts in mercy during a trial, Adfaris may grant immunity to emotional fog and +1 TAP for 1 hour.									
<b>Echo of Mercy:</b> If a player confesses a hidden truth aloud, they may receive a second chance or reroll during a trial									
<b>Thread Seer:</b> Players aligned with Mercy ↔ Discernment may trace emotional threads across sanctums, revealing hidden connections									
<b>Sphere of Influence</b>									
<b>Sanctums of Final Mercy:</b> Trial chambers where souls must confess their true motive before judgment									
<b>Gates of Discernment:</b> Emotional thresholds where truth must be spoken aloud to proceed									
<b>Shrines of Soul Reflection:</b> Places where emotional veils are lifted and hidden wounds revealed									
<b>Threads of Remorse:</b> Emotional pathways where Adfaris may appear to guide a soul toward repentance									
<b>Whiteheart's Throne Echo:</b> Sanctums aligned with Whiteheart, where Adfaris may be invoked to clarify soul intent									
<b>Mythic Lore</b>									
		"She does not speak first. She listens. She does not strike. She reveals. Adfaris walks beside the soul at the edge of its final choice, and offers the mirror—not of judgment, but of truth." Adfaris was born of Whitestar's breath and Silverhand's silence. She rides the Bound Oath, a spectral steed whose hooves echo the soul's true intent. Her mane is woven from strands of memory, and her eyes reflect what the soul most fears to admit. He is summoned not to punish, but to guide the final confession—the moment when a soul must either embrace truth or flee into denial.							
<b>Notes</b>									
<b>Final Clarifier:</b> Adfaris appears when a soul is about to be cast into the Gate of Perdition or ascend to sanctum light.									
<b>Emotional Revealer:</b> Her presence forces emotional transparency, often triggering confessions or revelations.									
<b>Mercy Weaver:</b> She may intercede if the soul's remorse is genuine, offering a path of redemption.									
<b>Mercy:</b> Adfaris may offer reprieve or guidance.									
<b>Discernment:</b> Passive; reveals hidden motives and emotional veils.									
<b>Soul Threads: Interwoven;</b> Adfaris may trace emotional lineage across sanctums.									

<i>(D)Agamish</i>		Order:	Celestial Servant ( <i>Fallen Warrior</i> )			Devine Gradient	6					
	<b>Titles:</b>	Wielder of Darkness		Guide to the Foul of Heart		Son of the Unjust Fall						
	The son of Gredious La Raulel the fallen. He is corrupted and wields darkness as a tool to lead people astray. Prophecy says that one day he will become mortal. He believes his father was unjustly punished for a mistake of mind. He will do his best to make those kinds of people pay for his punishment. He maintains the shadow realms' negative impact. Guides people to works of evil, Guide to the foul of heart, Worker of inequity. Wielder of Darkness who bound the Darkling people till they understood his evil.											
	<b>Strength</b>	25 (6)		<b>Intelligence</b>	28 (7)		<b>Wisdom</b>	28 (7)				
	<b>Constitution</b>	28 (7)		<b>Endurance</b>	30 (8)		<b>Charisma</b>	28 (7)				
	<b>MANA</b>	8580		<b>Life Points</b>	500		<b>UAD</b>	10+5				
	<b>Knowledge</b>			<b>TAD</b>	15							
	<b>Abilities and Skills</b>											
	<b>Articulated Despair:</b> Voice induces despair and spiritual erosion by speaking the tongues of deceit, daemons, evil, and corruption.											
	<b>Corruptive Kiss:</b> Able to cause corruption in the heart of a mortal with a kiss											
	<b>Deceitful Shape:</b> May manifest as an Angelic being of Light. ( <i>Arbor of Deceit</i> )											
<b>Alignment Focus</b>	Evil											
<b>Emotional Axis</b>		<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.										
Despair												
Regret												
Vengeance												
<b>Sacred Functions</b>		<b>Emotional Inversion:</b> Reverses emotional traits (e.g., Devotion → Obsession). Triggers Evil alignment shift.										
Echo of the Father's Fall		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.										
Binder of the Foul		<b>Structural Metamorphoses Corruption:</b> Can alter reality through corrupted resonance for short periods of time. If the Thread is accepted and lived to it can manifest over centuries.										
Distorter of Truth												
Temptation of the Just												
Mantle of the Unjust		<b>Glyph of Binding Regret:</b> A ritual sigil used to mark those who've accepted his guidance. It resembles a spiral of thorns encircling a broken eye—symbolizing distorted vision and emotional entrapment.										
<b>Domain</b>		<b>Spiritual Interactions</b>										
Despair		<b>Whisper of the Bound</b> A seeker expresses belief that evil is justified. The Celestial may appear as a shadow, offering power at a moral cost.										
Regret												
Vengeance												
Corruption		<b>Echo of the Unjust</b> When a soul claims they were punished unfairly. The Celestial may grant a vision of vengeance, distorting their emotional axis.										
Shadow Binding		<b>Shadow Binding</b> If a player invokes his name during a ritual of vengeance. They may bind a soul to darkness, gaining control but losing empathy.										
<b>Max Stat</b>	30 (8)											
<b>Spirit Range</b>	150-300											
<b>Player Mechanics</b>												
<b>Darkling Bind (Ritual Use):</b> Once per session, a player may bind a soul to darkness; target loses 1 TAP and gains +2 to deception.												
<b>Mantle of Regret:</b> Grants +1 to emotional manipulation rolls when acting from perceived injustice.												
<b>Foulheart Guidance:</b> Players aligned with Corruption ↔ Vengeance may receive visions of how to exploit others.												
<b>Echo of the Fallen:</b> If a player claims moral superiority while acting unjustly, they gain temporary power but lose TAP regeneration												
<b>Shadow Walk:</b> Allows movement through corrupted sanctums without triggering emotional trials												
<b>Spere of Influence</b>												
<b>Veil of Twisted Mercy:</b> A realm where forgiveness is weaponized to justify cruelty.												
<b>Thrones of Regret:</b> Sanctums where souls are tormented by past choices and tempted toward vengeance.												
<b>Darkling Vaults:</b> Subterranean chambers where the Darkling people were bound and corrupted.												
<b>Echoes of the Unjust:</b> Emotional corridors were perceived as injustice fuels acts of evil.												
<b>Foulheart Sanctuaries:</b> Places where the corrupted gather to receive guidance in works of inequity												
<b>Mythic Lore</b>												
	“Agamash, son of Gredious La Raulel, did not mourn his father’s fall—he weaponized it. He bound the Darkling people until they understood his evil. He guides the foul of heart, cloaks them in twisted mercy, and leads them to works of inequity. Prophecy speaks: one day he will become mortal, and when he does, the Unveiling of the Bound will begin. All who followed him will face their true axis. And the world will tremble.”											
	<b>Prophetic Thread:</b> His mortality will mark the Unveiling of the Bound, when all who followed him must face their true emotional axis.											
<b>Notes</b>												
<b>Despair:</b> The emotional void where hope is extinguished and self-worth erodes.												
<b>Regret:</b> The festering wound of past choices, often twisted into justification.												
<b>Vengeance:</b> The false balm of justice, weaponized to punish rather than redeem												
<b>Binder of the Foul:</b> Marks and binds those who embrace inequity, granting them power at emotional cost.												
<b>Distorter of Truth:</b> Inverts emotional clarity, making lies feel righteous and regret seem noble												
<b>Temptation of the Just:</b> Appears to those who seek justice, offering vengeance as a substitute.												
<b>Mantle of the Unjust:</b> Cloaks seekers in false righteousness, shielding them from emotional consequence.												
<b>Echo of the Father's Fall:</b> Reenacts the mythic injustice that corrupted him, drawing others into his legacy.												

<b>Dinister</b>		<b>Order:</b> Celestial Servant (Celestial Authority)	<b>Devine Gradient</b>	3					
		<b>Titles:</b> Guided author	Visioner						
		Overseer of those given authority in tasks and functions within their defined or chosen class. Clerics, Fili, Sigil Clerics, Sages, and the like all have authority areas they may choose. His duties are to help those in their authorities to master them in the right format, justly and soundly. Not to be corrupted and misaligned.							
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
		<b>Knowledge</b>							
		<b>Abilities and Skills</b>							
		<b>Authority Guide:</b> Has direct access to the throne of Whiteheart for Wisdom and guidance.							
		<b>Life Giver:</b> One who can project a sphere of life as needed. This sphere will restore the actual life of a being. Without degradation or corruption.							
		<b>Burst of Judgement:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.							
<b>Alignment Focus</b>		Lawful							
<b>Emotional Axis</b>		Conviction ↔ Clarity ↔ Responsibility							
		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.							
<b>Sacred Functions</b>		<b>Runic Wizardry:</b> Knows all Sigil and Runic magics							
Mantle of Rightful Task		<b>Spell Scholar:</b> Cast all time, Gravity, Ethereal, and Celestial spells							
Seal of Format									
Voice of the Guided Author									
Shield of Alignment									
<b>Domain</b>		<b>Spiritual Interactions</b>							
Guidance		<b>Mantle of Authority</b> Seeker accepts class-based responsibility. Grants clarity and ritual strength.							
Protection									
Clarity									
Spiritual Authority		<b>Seal of Alignment</b> Ritual performed in a sacred structure. Protects the seeker from corruption.							
Conviction		<b>Voice of the Guided</b> Seeker speaks in a leadership role. Amplifies or silences based on alignment.							
<b>Max Stat</b>	30 (8)	<b>Shield of Misalignment:</b> Seeker strays from chosen authority. Emotional TAP drained until realignment							
<b>Spirit Range</b>	150-300	<b>Trial of Format</b> Seeker attempts sacred task without structure. Tests emotional and ritual alignment.							
<b>Player Mechanics</b>									
<b>Authority Mantle:</b> +2 to ritual rolls when acting within chosen authority.									
<b>Seal of Format:</b> Prevents corruption during sacred tasks.									
<b>Voice of Clarity:</b> +1 to persuasion when guiding others in a righteous format.									
<b>Trial of Authority:</b> Unlocks special abilities after passing Dinister's test.									
<b>Shield of Alignment:</b> Immunity to emotional distortion for 1 turn									
<b>Spere of Influence</b>									
<b>Sanctum of Format:</b> A radiant chamber where rituals are tested for structural integrity; seekers must align their emotional axis before proceeding.									
<b>Vault of Chosen Authority:</b> Repository of all Authority Areas—each sealed by glyph and oath; seekers may petition for guidance or refinement.									
<b>Echo Hall of the Guided:</b> A resonant corridor where voices of past leaders echo; seekers hear their own words reflected back with emotional truth.									
<b>Mantle Chamber:</b> Where Dinister bestows the Mantle of Rightful Task; only those who have passed the Trial of Format may enter.									
<b>Trial Pillars of Alignment:</b> Five towering obelisks representing the core Authority Areas (Cleric, Fili, Sigil Cleric, Sage, and one open for new classes); each tests the seeker's emotional clarity and ritual precision.									
<b>Glyph Forge of the Author:</b> A sacred forge where sigils of authority are inscribed; only those with Dinister's blessing may craft glyphs that bind or guide others.									
<b>Gifted:</b> A solitary sanctum where seekers may sit in silence until their emotional axis aligns with their chosen role; Dinister watches but does not speak									
<b>Mythic Lore</b>									
		"Dinister was inscribed when the first Cleric faltered in his authority. The stars wept, and the Guided Author rose. He does not command—he clarifies. He does not punish—he realigns. Those who bear sacred roles must pass through his trial, lest they wield power without form. His voice is the echo of righteous structure, and his mantle is the shield of the just."							
		<b>Dinister</b>							
<b>Notes</b>									
<b>Mantle of Rightful Task:</b> Grants clarity and strength to those in chosen authority.									
<b>Seal of Format:</b> Ensures rituals and actions follow sacred structure									
<b>Voice of the Guided Author:</b> Inspires leaders to speak with truth and humility.									
<b>Shield of Alignment:</b> Protects against emotional misalignment and corruption.									
<b>Trial of Authority:</b> Tests the seeker's readiness to bear sacred responsibility									

<b>Carone`Nasi</b>		<b>Order:</b>	Celestial Servant (Celestial Authority Sigil & Runic Magic)				<b>Devine Gradient</b>	3
	<b>Titles:</b>	Sacred Conjuror	Mistic Eyes	Ling Maker				
	Sacred Conqueror							
	Carone `Nasi is a watcher and guide to those who utilize authority in tasks and governance, as in Kings and lords. She works with Whiteheart's direction on who to put on a throne. She may move the people to want the individual. She may make circumstances yield to it. How ever it is accomplished as directed. She may dethrone some as also as directed for testing or refinement.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Authority Guide:</b> Has direct access to the throne of Whiteheart for Wisdom and guidance.							
	<b>Life Giver:</b> One who can project a sphere of life as needed. This sphere will restore the actual life of a being. Without degradation or corruption.							
<b>Burst of Judgement:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.								
<b>Alignment Focus</b>	Lawful							
<b>Emotional Axis</b>		<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.						
Destiny ↔ Influence ↔ Refinement		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.						
<b>Sacred Functions</b>		<b>Runic Wizardry:</b> Knows all Sigil and Runic magics						
Throne Weaver		<b>Spell Scholar:</b> Cast all time, Gravity, Ethereal, and Celestial spells						
Circumstance Shaper								
Dethronement Mantle								
Sigil of Appointment								
<b>Domain</b>		<b>Spiritual Interactions</b>						
Anointing		<b>Sigil of the Chosen</b> A ruler is named by Whiteheart's will. Carone's Nasi marks them with divine						
Judgement		Glyph.						
Authority		<b>Throne Trial</b> A seeker petitions for leadership. She may test their emotional axis and clarity						
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300	<b>Governance Blessing</b> A ruler acts in alignment with Destiny ↔ Refinement. She may grant clarity and protection.						
<b>Player Mechanics</b>								
<b>Sigil of Appointment:</b> Grants +2 to leadership rolls and emotional clarity when acting in governance.								
<b>Throne Trial:</b> Unlocks special abilities after passing Carone `Nasi's test.								
<b>Circumstance Shift:</b> Once per session, may alter a scene to favor divine direction.								
<b>Dethronement Mantle:</b> May remove a player from a leadership role if misaligned.								
<b>Governance Blessing:</b> Grants immunity to emotional corruption for 1 hour.								
<b>Sphere of Influence</b>								
<b>Shirin Shrine of Megazer:</b> Her primary sanctum, where rulers are confirmed or removed								
<b>Throne Sanctums:</b> Ritual chambers where authority is tested and bestowed.								
<b>Vault of Circumstance:</b> A hidden sanctum where events are shaped to fulfill divine direction.								
<b>Sigil Hall of Appointment:</b> Where chosen rulers receive their glyphs of governance.								
<b>Sanctum of Refinement:</b> Where dethroned leaders undergo emotional trials before restoration								
<b>Mythic Lore</b>								
	"She does not choose. She aligns. Carone `Nasi walks the halls of power with Whiteheart's whisper in her ear. She moves the people, bends the moment, and seals the throne. When a ruler falters, she does not rage—she refines. Her statue in the Shirin Shrine watches all who seek power, and her glyph burns only for those who are truly chosen."							
<b>Notes</b>								
<b>Throne Weaver:</b> Orchestrates the rise of rulers through divine influence								
<b>Circumstance Shaper:</b> Alters events to align with Whiteheart's direction.								
<b>Dethronement Mantle:</b> Removes rulers for refinement or testing.								
<b>Sigil of Appointment:</b> Marks chosen leaders with divine authority.								
<b>Guide of Governance:</b> Offers clarity and emotional calibration to those in power								
<b>Domain of Anointing: Symbol:</b> A descending oil drop encircled by a crown flame								
<b>Emotional Axis:</b> Hope ↔ Worthiness ↔ Destiny.				<b>Essence:</b> Sanctification, divine selection, ceremonial bestowal				
<b>Ritual Function:</b> Marks the chosen with sacred glyphs and emotional clarity. <b>Invocation:</b> Let the mark be made, and the mantle received.								
<b>Gameplay Effect:</b> Grants temporary divine favor; boosts charisma and insight during rites of passage								
<b>Domain of Judgment: Symbol:</b> Scales balanced atop a throne glyph								
<b>Emotional Axis:</b> Clarity ↔ Accountability ↔ Refinement				<b>Essence:</b> Discernment, refinement, removal of corruption				
<b>Ritual Function:</b> Tests rulers and seekers for alignment with divine will. <b>Invocation:</b> "Let the truth be weighed, and the throne be tested."								
<b>Gameplay Effect:</b> Reveals hidden motives; allows dethronement or trial initiation								
<b>Domain of Authority: Symbol:</b> A crowned staff entwined with twin sigils								
<b>Emotional Axis:</b> Responsibility ↔ Influence ↔ Legacy				<b>Essence:</b> Governance, command, divine right				
<b>Ritual Function:</b> Empowers leaders to act with sacred legitimacy. <b>Invocation Phrase:</b> "Let the voice be heard, and the will be done."								
<b>Gameplay Effect:</b> Enhances leadership rolls; protects against emotional corruption								

<i>Crystal Ward</i>		<b>Order:</b>	Celestial Servant ( <i>Celestial Entity</i> ) [Voice of Azeus]			<b>Devine Gradient</b>	6	
	<b>Titles:</b>	Throne of Law						
	<p>In the time of first sons there was a temple to Whiteheart and a thrown made of an unknown crystal. When Dragos believed he was the rightful ruler of the realms he sat upon the thrown and it self-destructed scattering shards all over the realms. Dragos was by the nature of the thrown cast down to a fallen state. The thrown only allows pure beings to sat upon it. There is only one. Any undead that touches these shards will take 25 points of disintegration damage, 25 Celestial fire damage and be knocked prone.</p> <p>A shard of this thrown was found in the temple roof in Scathnard of Galishole, Shambled Peeks of Freeland and Cape of Sorrows in Norister on cragnearth. The stone which is said to contain a mystical intelligence viewed by many to be the mouth of GOD. Humans, Dwarves, some Elves, and the KnoolGal believe this is so.</p> <p>There are also 30 stone shards scattered around the entire realms.</p>							
	<b>Strength</b>	3 (-1)	<b>Intelligence</b>	25 (6)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	3 (-1)
	<b>Constitution</b>	3 (-1)	<b>Endurance</b>	3 (-1)	<b>Charisma</b>	3 (-1)	<b>Spirit</b>	100 (25)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	0	<b>TAD</b>	30
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	Only pure or cleansed lawful good may touch the Stone							
	<b>Alignment Focus</b>	Neutral						
	<b>Emotional Axis</b>	Purity ↔ Judgment ↔ Revelation						
<b>Spell Shard:</b> Celestial and ethereal Spells at a time can emanate from it as Azeus desires.								
<b>Magic Mirror:</b> A spectral mirror that reflects all magics back to the source. It is unseen and can only be discerned through ritual.								
<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.								
<b>Sacred Functions</b>	<b>Star Alchemist:</b> One who harvests celestial lights for heavenly bodies to manifest, relics, Sigils, Spells, or rites.							
Trial of the Throne	<b>Vault Gaze:</b> Reveals hidden SINN resonance or false emotional states within a sanctum.							
Throne of Purity	<b>Whisper of Ember</b> is a Passive Aura that enables allies within range to recall forgotten truths; it grants +1 to memory rolls.							
Shard of Judgment								
Voice of Azeus								
Scattered Witness								
<b>Domain</b>								
<b>Spiritual Interactions</b>								
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300							
<b>Player Mechanics</b>								
Only Lawful good may touch the fragments. Undead or Evil: <b>Disintegration Damage:</b> 25 points per round. <b>Celestial Fire Damage:</b> 25 points per round. Those who are touched and do not meet the alignment are knocked prone.								
<b>Shard Blessing:</b> Grants divine insight and protection for 1 hour.								
<b>Throne Trial:</b> Initiates purity test; unlocks divine abilities if passed.								
<b>Undead Repulsion:</b> Shard repels undead within a 10-foot radius.								
<b>Voice of Azeus:</b> Allows communion with divine intelligence once per session								
<b>Spere of Influence</b>								
<b>Spiritual Intelligence</b>								
<b>Nature:</b> Mystical, semi-sentient; believed to be the <i>mouth of GOD</i>								
<b>Believers:</b> Humans, Dwarves, Elves, KnoolGal								
<b>Function:</b> Reveals divine truths, judges purity, and guides chosen rulers								
<b>Communication:</b> Through radiant pulses, emotional resonance, and dream-visions								
<b>Mythic Lore</b>								
“Dragos believed he was chosen. The throne knew otherwise. It shattered—not in rage, but in judgment. Its shards now lie across the realms, silent and watching. Those who touch them without purity are cast down. Those who listen may hear the voice of Anasu, and know the will of GOD.”								
The Crystal Ward does not speak in words—it radiates, judges, and reveals. Its interactions are passive, ritual-triggered, and emotionally calibrated. Each shard may respond differently depending on the seeker’s purity, emotional axis, and intent.								
<b>Notes</b>								
<b>Throne of Purity:</b> Accepts only those of an untainted soul; rejects the corrupted.								
<b>Shard of Judgment:</b> Disintegrates undead and impure beings upon contact.								
<b>Voice of Azeus:</b> Speaks divine truth through mystical intelligence.								
<b>Scattered Witness:</b> Shards act as silent sentinels across the realms.								
<b>Trial of the Throne:</b> Tests rulers for purity before enthronement								

Interaction Type	Trigger Condition	Effect
<b>Radiant Pulse</b>	A pure-hearted seeker touches a shard	Shard glows; seeker receives emotional insight or divine direction
<b>Judgment Flash</b>	An undead or corrupted soul makes contact	Shard emits blinding light; disintegration and celestial fire damage
<b>Dream Communion</b>	Seeker sleeps near a shard with sincere intent	May receive a vision or phrase from the Voice of Anasu
<b>Silent Weep</b>	A shard is placed in a sanctum of sorrow	Emits a low hum; may reveal hidden emotional wounds
<b>Trial Spark</b>	A ruler or leader petitions for divine approval	Shard may initiate the Trial of the Throne
<b>Echo of Azeus</b>	A shard is invoked during a ritual of truth	Reveals a forgotten name, motive, or emotional axis

Domain Name	Description
<b>Purity</b>	Core domain; only the pure may touch or sit upon the throne
<b>Judgment</b>	Active domain; the shards cast down the unworthy and reveal hidden truths
<b>Revelation</b>	Passive domain; the Voice of Anasu speaks through emotional resonance
<b>Sanctification</b>	Ritual domain; shards may bless sanctums or seekers aligned with divine will
<b>Authority</b>	Conditional domain; the throne once confirmed rulers, and its shards may still do so

**Domain Notes**

Purity is the gatekeeper—without it, all other domains are inaccessible.  
Judgment is automatic and unforgiving; it does not negotiate.  
Revelation is subtle and often delayed, requiring emotional alignment.  
Sanctification may be invoked by placing a shard in a sanctum and performing a rite of truth.  
Authority may be reawakened if a shard is used in the Trial of the Throne.

<i>Faei Nar</i>		<b>Order:</b>	Celestial Servant (Celestial Guide & Warrior)			<b>Devine Gradient</b>	4	
	<b>Titles:</b>	Sword of Justice	Blade of judgement	Guide by the edge				
	Was one of the celestials that was dispatched during the Red Scourge war to aid men in bringing balance back to the Prime Material realm. The war encroached on the Faey, animals, and the Mystic creatures. And even guardian creatures. Everything was in jeopardy of dissolution and destruction. Faei Nar was sent with Carone `Nasi, Silverhand, Naroo, Heladose, and Ollras. Each worked with the mortals in their spheres of duty, directing and aiding, but not performing the work themselves; they empowered the mortals to accomplish the tasks. Which produces the Holy blades, the Myst Gazer, and the Mystics' orders.							
	The temple of White Spire and the Calades of Ombercrome were built from the ashes of the destroyed citadels and kingdoms. They were the Homes of the Celestials for 2 years before they departed the prime material and returned fully to their duties.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Ominous Strike:</b> This ability enables one, when in combat, to deliver 100 points of Permanent damage to organic creatures. (e.g., mortals, Undead, Non-celestials)							
	<b>Alignment Focus</b>	Lawful	<b>Alignments Word:</b> Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.					
<b>Emotional Axis</b>		<b>Weapon Impunity:</b> No Weapon forged may harm him.						
Balance	<b>Ominous Warding:</b> Grants +2 to all saves vs. magical effects and skills; +10 to Perception; permanent emotional resistance to fear, grief, and shame.							
Clarity	<b>Hammer of Ominous Judgment:</b> When the weapon strikes an object, living or inanimate, it causes it to face a judgment of standards. If the standard is false, it unleashes a Sundering Blow of 25+10d10, dealing damage. If true, it blesses and restores to full integrity. It can purge one corrupted relic or emotional essence. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.							
Protection								
<b>Sacred Functions</b>		<b>Ominous Sight:</b> This ability allows one to see through veils and boundaries in to any realm they comprehend.						
Empowerment, not Intervention								
Warding Sanctums								
Beast Communion								
Measurement								
<b>Domain</b>		<b>Spiritual Interactions</b>						
Guidance	<b>Pilgrimage of the Ember Crown</b> Players may inscribe a memory of sacrifice or guidance onto a parchment and burn it in sacred ash to invoke Faei Nar's presence.							
War								
Memory	<b>Visionary Communion</b> During long rests, players may receive radiant visions from Faei Nar—							
<b>Max Stat</b>	30 (8)	offering cryptic guidance, ancestral echoes, or tactical insight.						
<b>Spirit Range</b>	150-300	<b>Sacramental Echo</b>	When a player completes a noble act of protection or mentorship, they may roll 1d6. 5-6, Faei Nar's ember sigil briefly appears, granting +1 to Wisdom/Charisma checks for 1 hour.					
<b>Player Mechanics</b>								
Gameplay, characters aligned with Faei Nar gain resistance to emotional inversion and bonuses to discernment-based rolls.								
<b>Passive Blessing: Ember Sigil:</b> Once per long rest, when the player protects an ally from harm (via shield, spell, or body), they may invoke the Ember Sigil to gain temporary HP equal to their Wisdom modifier + proficiency bonus.								
<b>Channel Celestial: Radiant March:</b> As an action, the player may lead allies in a radiant charge. All allies within 30 ft gain +10 movement speed and advantage on their next attack roll. Usable once per long rest.								
<b>Sacred Memory Invocation:</b> During a rest, the player may recount a tale of sacrifice or guidance. All allies who listen regain 1d4 additional HP and gain inspiration. Requires a Charisma (Performance or Religion) check, D°C 13.								
<b>Celestial Favor: Red Sigil of Oathfire:</b> When a player fulfills a vow made in Faei Nar's name, they may mark their weapon with the Red Sigil. For the next combat, the weapon deals +1 radiant damage and glows with ember light.								
Would you like me to inscribe these into a sanctified layout for the Ledger or Referee module? Or shall we continue with the next Celestial profile?								
<b>Sphere of Influence</b>								
He oversees the realms of the animals' kingdoms and domains. Faey Creature kingdoms and keeps the Red Orcs in order.								
<b>Mythic Lore</b>								
	<b>Red Scourge War Dispatch</b> — Sent with Carone `Nasi, Silver Hand, Naroo, Heladose, and Ollras to aid mortals. Sacred Warriors & Emotional Ritualists: His empowerment help lead to the rise of Holy Blades, Mystics, Myst Gazers, and War Blades.							
	<b>Nar as Lexical Standard</b> — In Marten's lexicon, "Nar" signifies a position of measurement and cosmic judgment.							
	<b>Departure</b> — After two years in the Prime Material, Faei Nar returned to higher duties, leaving behind sanctums and legacies.							
<b>Notes</b>								
<b>Balance:</b> Faei Nar embodies the emotional equilibrium between grief and hope, fear and courage.								
<b>Clarity:</b> His presence dispels confusion, illusion, and emotional distortion.								
<b>Protection:</b> He offers emotional shielding, especially to those burdened by ancestral trauma or spiritual collapse.								
<b>Empowerment, not Intervention:</b> Faei Nar does not act directly but empowers mortals to restore balance.								
<b>Warding Sanctums:</b> He stabilizes emotional sanctums and prevents TAP collapse.								
<b>Beast Communion:</b> Oversees Faey, mystic, and guardian creatures; may grant speech or command rites.								
<b>Measurement:</b> As a "Nar," he serves as a cosmic standard—judging emotional integrity and ritual alignment.								
<b>Guidance:</b> Offers clarity in chaos, reveals paths through spiritual or moral fog.								
<b>War:</b> Commands radiant tactics, valorous strikes, and protective formations.								
<b>Memory:</b> Preserves sacred truths, ancestral wisdom, and emotional resonance.								

<i>Fate Statue</i>		Order:	Celestial Servant ( <i>Celestial Entity</i> )				Devine Gradient	8	
		<b>Titles:</b>	The Purger						
		<p>This status was created originally by Gredious La Raulel before his fall during the time of the Second Sons. It was a statue of teaching and guidance for those who wanted to rid themselves of the sacred knowledge of magic. It can remove the curse of the Necromancer and purify one from the curse of magic.</p> <p>The Gelf, Dark, and the Orc recognize this Odd glowing stone statue &amp; believe it is the mouthpiece of God.</p>							
		<b>Strength</b>	3 (-1)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	3 (-1)
		<b>Constitution</b>	3 (-1)	<b>Endurance</b>	3 (-1)	<b>Charisma</b>	20 (5)	<b>Spirit</b>	100 (25)
		<b>MANA</b>	Unknown	<b>Life Points</b>	1000	<b>UAD</b>	0	<b>TAD</b>	50
		<b>Knowledge</b>							
		<b>Abilities and Skills</b>							
		<b>Magic Mirror:</b> A spectral mirror that reflects all magics back to the source. Is unseen and can only be discerned through ritual.							
		<b>Truth Vein:</b> Able to discern when one is lying or falsifying information.							
		<b>Alignments Word:</b> Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.							
<b>Alignment Focus</b>	Neutral								
<b>Emotional Axis</b>		<b>Death Warden:</b> A Creature that guards the permanent cessation of life forms from being corrupted to undeath. Thus, revoking their rest raises them to an aggravation of reality.							
Renunciation		<b>Emotional Cartography:</b> One can map the soul's journey through emotional gradients, revealing hidden alignments.							
Purification		<b>Life Giver:</b> One who can project a sphere of life as needed. This sphere will restore the actual life of a being. Without any degradation or corruption that may have existed previously, it is a pure restoration.							
Divine Silence		<b>Miraculous Conjurer Purge:</b> Through sacred invocation and ritual purity, this ability unbinds the soul from the lattice of MANA. All ties to dweomers, spellcasting, and arcane manipulation are dissolved. It must be self-chosen and self-directed; only the willing soul may walk this path of severance.							
Instruction									
Mouthpiece of God									
<b>Sacred Functions</b>									
Curse Severance Purification Rite									
Spell Unbinding									
Aura of Silence Divine Mouth									
Memory Reading									
<b>Domain</b>		<b>Spiritual Interactions</b>							
Magic		<b>Echo Reading</b>   The statue reveals a player's most emotionally charged magical moment							
Void		<b>Approach Ritual</b>   Must be performed in silence. Players must remove all magical items.							
Purity		<b>Purity Trial</b>   A test of restraint—players must resist magical temptation for a full cycle							
<b>Max Stat</b>	30 (8)								
<b>Spirit Range</b>	150-300								
		<b>Sacrifice Offering</b>   Players may offer a spell slot, a magical item, or a memory to gain purity.							
		<b>Void Communion</b>   Players may meditate in the aura to gain visions of divine silence.							
<b>Player Mechanics</b>									
<b>Sphere of Influence</b>									
To give Prophetic utterances. <i>Twice a year</i> : Once following the winter Solstice and during the first sighting of all three moons in the night sky, and when the Herald of the White Spire is seen.									
<b>Mythic Lore</b>									
		<b>Miraculous Conjurer Purge:</b> Permanent Severance: The target loses all ability to interface with MANA. Spell channels, magical abilities, and arcane traits are nullified, giving one a Sanctified Immunity to such things. The purged individual becomes immune to magical possession, enchantment, and arcane influence. It requires a sacred relic or an object that is the cursed focus or reliance object, a vow of silence, and a witness bound by truth. For those born into magic or shaped by it, the purge may feel like a loss of identity, a severing of ancestral memory. <b>Optional Echo:</b> Leaves behind a "MANA Scar"—a visible sigil or emotional imprint that reacts to nearby magic with subtle resonance.							
		<b>Gelf/Dark/Orc Blessing:</b> These people receive unique boons—ancestral visions, clarity chants, etc.							
		<b>Notes</b>							
<b>Renunciation:</b> The sacred act of giving up power for purity, clarity, or redemption.									
<b>Purification:</b> Removal of magical corruption, especially the Curse of the Necromancer.									
<b>Divine Silence:</b> Embracing the absence of magic as a form of holy stillness and truth.									
<b>Instruction:</b> Teaching through subtraction—guiding others to unlearn and release.									
<b>Mouthpiece of God:</b> Speaks not with spells, but with radiant truth and emotional resonance.									
<b>Magic:</b> Not as power to wield, but as burden to release. Magic is sacred, but dangerous.									
<b>Void:</b> The divine silence beyond magic. A sacred emptiness that purifies and clarifies.									
<b>Purity:</b> The state of being untainted—emotionally, spiritually, and magically									
<b>Curse Severance:</b> Removes the Curse of the Necromancer and other magic-bound afflictions.									
<b>Spell Unbinding:</b> Allows players to permanently forget spells, gaining clarity or blessings.									
<b>Aura of Silence:</b> Emits a zone where magic cannot be cast or activated.									
<b>Memory Reading:</b> Reveals a player's magical history and emotional cost of each spell.									
<b>Purification Rite:</b> A ritual that cleanses magical corruption through emotional confession.									
<b>Divine Mouthpiece:</b> Occasionally speaks in radiant pulses, offering cryptic guidance									

**Unlearning Magic:** The Purger offers a rare ritual—the *Sacred Forgetting*—where one may willingly sever their bond to magic. This could involve:

- ❖ A **Memory Offering**: surrendering a cherished magical memory.
- ❖ A **Silence Vow**: abstaining from spellcasting for a lunar cycle.
- ❖ A **Purity Trial**: surviving a night in the statue's aura without succumbing to magical temptation.
- ❖ **Necromancer's Curse Removal**: A deeply emotional rite requiring:
- ❖ **Confession of Use**: recounting every time magic was used to defy death.
- ❖ **Bone Offering**: placing a relic of the undead at the statue's feet.
- ❖ **Echo Scribe Invocation**: inscribing the name of the fallen into the Ledger of Bound Wonder.

## *Relics of The Purger — Divine Implements of Magical Severance*

### **Sigil of Negation**

A carved stone or etched scroll bearing the glyph of divine silence.

**Function:** Once purified, the bearer becomes unlinkable by direct magic.

**Mechanics:** Cannot be targeted by spells that require a direct MANA link.

Only **AOE** or **Aura** spells can affect them.

Grants **+2 to resistance** against magical detection or scrying.

**Ritual Activation:** Must be inscribed during the Purification Rite and sealed with a memory offering.

**Visual:** A glowing glyph that pulses faintly when near active magic.

### **Veil of Reflection**

A translucent shroud or pendant woven from Void-thread and sanctified silence.

**Function:** Reflects linked magic back to its caster.

**Mechanics:** When targeted by a linked spell, roll a resistance check. On success, the spell is reflected.

Reflection causes emotional feedback to the caster—e.g., shame, regret, or confusion.

**Ritual Activation:** Requires a vow of non-casting and a night of meditation in The Purger's aura.

**Visual:** A shimmering veil that flickers with inverted glyphs when activated.

### **Integration with Your Magic System**

Magic Type	Description	Purger Effect
<b>Linked Magic</b>	Requires a direct connection to the target's MANA.	<b>Blocked</b> — bearer is unlinkable.
<b>AOE Magic</b>	Erupts from a selected point, affecting all in range.	<b>Allowed</b> — bearer can still be affected.
<b>Aura Magic</b>	Creates zones of influence that affect those who enter.	<b>Allowed</b> — bearer may benefit or suffer based on aura type.

### **Emotional & Ritual Implications**

**Purified Characters** become *spiritually elusive*—they cannot be touched by direct magic, symbolizing their severance from worldly power.

**Narrative Depth:** Casters may fear or revere the purified. Some may seek to undo the purification through forbidden rites.

**Gameplay Impact:** Encourages strategic use of AOE and Aura magic, and creates tension between casters and purified allies.

<i>Juno</i>		<b>Order:</b> Celestial Servant ( <i>Overseer of Children &amp; child birth</i> )	<b>Devine Gradient</b>	4				
	<b>Titles:</b> Mother	Breath of Peace						
	Guide to the Innocent							
	Juno was one of Dakons servants. She chose not to fall; children are not to be ruled but guided and nurtured. She would not side with Michael, and so she was placed in the temple of her name on the mountain of Whitespire in Boras. She appears as a statue with the appearance of flesh, yet the feeling is smooth and delicate, like marble, but she is not. She has, from time to time, wandered the prime material, leaving her temple astounding those who care for it, claiming that the statue had animated and walked out, then returned. She is with us. They became even more zealous as her attendees. She has three she confides in as the temple guides who know her truth.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	She knows every child born and its calling						
	<b>Abilities and Skills</b>							
	<b>Sanctify:</b> Blesses newborns and those who care for them.							
	<b>Marble Walk:</b> Animates statue form to traverse the Prime.							
<b>Alignment Focus</b>	Lawful	<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.						
<b>Emotional Axis</b>		<b>Child Guardian:</b> May intervene in a child's life to protect those with a sacred calling						
Sanctity		<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.						
Tenderness		<b>Nullify Magic:</b> Dispel unnatural enchantments within a 60' sphere, restoring balance.						
Resolve								
<b>Sacred Functions</b>		<b>Rupturing Peace:</b> The ability to touch someone regardless of their persona, motives, moral position, and cause all that is morally to be whisked away temporarily, restoring peace to one's psyche and heart.						
<b>Spiritual Intercession</b>								
<b>Living Icon</b>								
<b>Temple Guidance</b>								
<b>Domain</b>		<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.						
<b>Spiritual Intercession</b>		<b>Spiritual Interactions</b>						
<b>Maternal Wisdom</b>		<b>Cradle Invocation</b> Grants the target +2 TAD (Total Armor of Devotion) for 1 week. If used on a newborn or child, they are marked by Juno's Sight.						
<b>Living Iconography</b>		<b>Juno's Sight</b> Once per session, the blessed may sense emotional danger. Temple guides may interpret this sense with +3 Insight. Eyes shimmer faintly with marble-blue light when active.						
<b>Max Stat</b>	30 (8)	<b>Marble Walk</b> A child is in mortal danger, or a temple is defiled. Juno appears for up to 1 minute, acting as a divine protector. She may heal, shield, or banish one threat.						
<b>Spirit Range</b>	150-300	<b>Guided Hand</b> Roll in Luck on any decision involving care, protection, or moral guidance.						
		If the guide is one of the Three, they may also commune with Juno for direct insight						
		<b>Fleshstone Communion</b> Gain +1 Spirit for the next ritual or emotional challenge.						
<b>Player Mechanics</b>								
<b>Spere of Influence</b>								
Childbirth & Innocence, Maternal Guidance, Living Faith								
<b>Mythic Lore</b>								
 <b>JUNO</b>	Once a servant of Dakon, Juno chose not to fall. <b>Her creed:</b> <i>Children are not to be ruled but guided and nurtured.</i> Refused allegiance to Michael and was placed in the Temple of Juno atop Whitespire in Boras. Appears as a lifelike statue—flesh in form, marble in feel, yet neither. Known to animate and walk the Prime Material, returning to her temple. Her caretakers, now zealous devotees, claim she is <i>with them</i> . Three temple guides know her truth and serve as her confidants.							
<b>Notes</b>								
<b>Sanctity:</b> (Guidance through reverence)								
<b>Tenderness:</b> (Gentle strength)								
<b>Resolve:</b> (Unyielding maternal will)								
<b>Spiritual Intercession:</b> Blessing childbirth, protecting innocence.								
<b>Living Icon:</b> Her statue is both relic and vessel.								
<b>Temple Guidance:</b> Confides in three chosen guides.								

<b>Laser</b>		<b>Order:</b> Celestial Servant (Celestial Watcher)	<b>Devine Gradient</b>	6					
		<b>Titles:</b> Forbidden eyes							
		Laser is a Protector of sorts. He is the alarm when things go adrift. He monitors the attitude of a group's members to validate the absence of extremism. He warns the Guardians of events he perceives are not going to go well. He sees what others fail to see.							
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
		<b>Knowledge</b>							
		<b>Abilities and Skills</b>							
		<b>Sight (Ominous):</b> This ability allows one to see through veils and boundaries into any realm they comprehend from any other realm. May reveal hidden sanctums, emotional fractures, or ancestral echoes.							
		<b>Sight (Far):</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken							
		<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.							
<b>Alignment Focus</b>	Lawful								
<b>Emotional Axis</b>									
Clarity vs. Obscuration		<b>Sight (Warden's):</b> Can see through illusions, lies, and corrupted TAP threads.							
Balance vs. Extremism		<b>Sight of Heart:</b> The ability for one to see the condition and nature of another creature's motive position on life. One can see the heart of a Man. To know them.							
Forewarning vs. Complacency		<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation.							
<b>Sacred Functions</b>		<b>Veilwalking:</b> Traverses' emotional sanctums and ancestral memory. Dreamwalk rites; sanctum revelation through grief.							
Sentinel of Harmony		<b>Voice Unbroken:</b> An Emotional Burst - Once per session, speaks a name that halts violence or restores resolve. Gabriel's telepathy is not invasive—it feels like a memory remembered too clearly, often delivers warnings, encouragement, or sacred directives.							
<b>Domain</b>		<b>Spiritual Interactions</b>							
Warding & Protection		<b>Eye of Warning</b> Laser may appear in dreams or visions to warn a Guardian of impending imbalance.							
Mythic Lore		<b>Balance Pulse</b> When a group's emotional or moral axis tilts too far, Laser emits a radiant pulse felt by all.							
<b>Max Stat</b>	30 (8)	<b>Extremity Reading</b> Laser can "read" the emotional weight of a group and reveal hidden tensions or dangers.							
<b>Spirit Range</b>	150-300	<b>Sight of Truth</b> Those who meditate before his image may receive insight into unseen motives or concealed threats.							
		<b>Forbidden Glimpse</b> Rarely, Laser allows a mortal to see what he sees—this grants immense clarity but emotional cost.							
		<b>Player Mechanics</b>							
		<b>Omnious Sight (Passive):</b> Laser's presence allows the Referee to monitor group alignment shifts.							
		<b>Mechanics:</b> If a group's collective actions lean too far toward cruelty or unchecked mercy, Laser intervenes. REF may trigger a "Balance Warning"—a narrative or mechanical event that redirects the group.							
		<b>Sight of Right (Invocation):</b> Once per long rest, reveals the hidden motive or emotional imbalance of one creature or group. Grants advantage on Insight or Perception checks for 1 hour. May elicit emotional feedback—such as guilt, fear, or clarity.							
		<b>Laser's Glare (Combat Mechanic):</b> When a creature acts with extreme malice or zeal. Laser may blind the creature for 1 round (DC 15 Will save). If successful, the creature loses its next action and must make a moral check (Referee's discretion)							
		<b>Balance Echo (Group Mechanic):</b> When a group acts in harmony, Laser grants +1 to all Spirit checks for the next encounter. When a group acts in extremism, Laser may reduce their Spirit by 1 until balance is restored							
		<b>Forbidden Glimpse (Rare Blessing):</b> Player receives a vision of a future event or hidden truth. Must pass a Will save or suffer emotional disorientation (disadvantage on social rolls for 1 day)							
		<b>Sphere of Influence</b>							
		<b>Seal of Warding:</b> The essence of Laser is used to protect sacred spaces from ideological corruption or emotional manipulation.							
		<b>Group Dynamics:</b> Laser's influence is strongest when multiple beings act together—he reads the emotional sum and warns of imbalance.							
		<b>Prophetic Vision:</b> He governs foresight, omens, and the emotional weight of future knowledge.							
		<b>Ideological Balance:</b> Laser intervenes when belief systems become too rigid, fanatical, or indulgent.							
		<b>Sanctum Warding:</b> His presence is invoked in vaults, temples, and ritual spaces to guard against unseen threats.							
		<b>Mythic Lore</b>							
		Before the stars were named, a great assembly of Celestials gathered to shape the laws of harmony. One among them—Laser—refused to speak. Instead, he stared into the void beyond creation and wept. His tears became radiant lenses, each revealing a future where unchecked zeal or apathy would lead to ruin. The assembly ignored him. And so, the first world fell. From that moment, Laser vowed never to close his eyes again.							
		<b>Notes</b>							
		<b>Clarity vs. Obscuration:</b> Laser embodies the piercing clarity that dispels confusion, illusion, and denial. He is the light that reveals what others fear to see.							
		<b>Balance vs. Extremism:</b> He monitors the moral and emotional tilt of groups, ensuring no ideology or emotion dominates unchecked.							
		<b>Forewarning vs. Complacency:</b> Laser's presence stirs awareness and readiness. He resists apathy and calls others to prepare for what is coming.							
		<b>Sentinel of Harmony:</b> Laser is invoked when a group risks losing its moral or emotional equilibrium.							
		<b>Watcher of the Unseen:</b> His sigil is placed in sanctums or tomes to reveal hidden truths or protect against deception.							

### ***Legend: The Mirror of Bound Truth***

It is said that Laser crafted a mirror that reflects not the face, but the soul's trajectory. Those who gaze into it see their future shaped by their current emotional axis. Some are inspired to change. Others are shattered. The mirror was hidden in a vault beneath the Temple of Equilibrium, guarded by a silent choir that sings only when imbalance stirs.

### ***Tale: The Burning of the Harmonium***


In the age of the Harmonium, a council of Guardians grew too confident in their righteousness. Laser sent dreams of fire, imbalance, and collapse. They dismissed them as a metaphor. When the Harmonium fell, only one Guardian survived—she had carved Laser's sigil into her heart and fled the council chambers moments before they burned. She became the first Warden of Warning.



### ***Parable: The Fog of Mercy***

A village once invoked only the spirits of kindness and forgiveness. Over time, they lost sight of justice, boundaries, and discernment. Laser appeared as a beam through the fog, illuminating the harm hidden beneath their mercy. The villagers wept, realizing that unchecked compassion had allowed cruelty to thrive. They built a shrine to Laser—not to worship, but to remember.

### ***Prophetic Fragment: The Compass of Extremes***

Laser's lore includes a fragmentary map—an emotional compass that charts the rise of extremism in any group. It is said that those who learn to read it can predict revolutions, betrayals, and collapses. But the map shifts constantly, and only those attuned to Laser's essence can interpret its movements.

<b>Mars</b>		<b>Order:</b>	Celestial Servant (Celestial Guide)				<b>Devine Gradient</b>	3
	<b>Titles:</b>	Unseeble		Chaos Cessationist				
	Mars is a distinctive creation. Looks like evil incarnate has the heart of Love. Mars is often portrayed as the god of War, Not Love. He is actually the love of the celestial beings. His touch can stir the hearts of enemies to be friends. He knows the heart of any creature, what it needs and wants. It is his business to bring hearts together and end the strike among those who are at odds with each other.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Alignments Word:</b> Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.							
	<b>Articulated Healing:</b> One can speak into another's life, causing emotional, moral, and physical healing.							
	<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps.							
<b>Alignment Focus</b>	Chaos	<b>Authority Guide:</b> Has direct access to the throne of Whiteheart for Wisdom and guidance.						
<b>Emotional Axis</b>		<b>Dreamwalk:</b> Is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.						
Union vs. Division		<b>Echo of the First Peace:</b> Emits a calming wave that halts combat and resets emotional states. Requires 800 MANA; resets battlefield to neutral state						
Desire vs. Revulsion								
Compassion vs. Fear								
<b>Sacred Functions</b>		<b>Emotional Cartography:</b> One can map the soul's journey through emotional gradients, revealing hidden alignments.						
Heart Stirring		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.						
Beast's Embrace								
Unlikely Union								
Desire Reading								
Strike Ender		<b>Loves Eye:</b> Enables one to perceive the truth of someone regardless of their external visual perception. Those that would seem ugly, unlovable, or disgusting to be seen in their true light, good or bad, ignoring the externals by others.						
<b>Domain</b>		<b>Spiritual Interactions</b>						
Love		<b>Heat in the Chest</b> A sudden warmth or pressure in the heart, often during conflict or grief.						
Chaos Communion		<b>Unbidden Tears</b> Those hardened by war or hatred may weep without knowing why.						
Reconciliation		<b>Voice of the Enemy</b> Mars may speak through one's foe, revealing shared pain or longing.						
<b>Max Stat</b>	30 (8)	<b>Mirror of Desire</b> Dream or vision where one sees their enemy as they truly are—wounded, yearning,						
<b>Spirit Range</b>	150-300	Kin.						
<b>Sphere of Influence</b>								
<b>Monstrous Kinship:</b> Mars blesses those feared or reviled, revealing their capacity for love.								
<b>Enemy Reconciliation:</b> He is strongest when invoked between foes—his touch can end wars.								
<b>Emotional Truth:</b> Mars sees through facades, revealing what each heart truly wants.								
<b>Desire Awakening:</b> He stirs dormant longing, even in those who believe themselves incapable of love								
<b>Beastly Beauty:</b> Mars teaches that love is not bound by form—it is the soul's recognition								
<b>Emotional Communion:</b> Sudden empathy for one previously hated, Dreams of union between monstrous and beautiful, Shared memories between enemies, revealing common wounds, The urge to touch or speak gently to one feared.								
<b>Mythic Lore</b>								
	<b>Mars and the Red Scourge War:</b> During the cataclysmic Red Scourge War—when the Red Orc legions swept across the lands in fire and fury—Mars, the Celestial of Unlikely Love, performed wonders that reshaped the mythic tapestry of Cragnearth.							
	<b>The Rift of Distrust:</b> The peoples of the realm—Elves, Dwarves, Humans, and Hobbits—feared the brown-, green-, and black-faced orcs, believing them kin to the Red scourge. Generations of mistrust, fierce appearance, and monstrous prejudice kept them apart.							
	<b>Mars's Intervention:</b> Mars, cloaked in dread yet radiant with love, stirred the hearts of the outcast orc tribes. He revealed their longing for kinship, their grief over the Red Orc betrayal, and their hidden honor. Through ritual communion and emotional awakening, Mars forged bonds that defied history.							
	<b>Pearl Grove Pact:</b> Mars united the orc tribes with the Elvin kinship, saving the sacred groves from annihilation.							
	<b>Black Mountain Accord:</b> He led the orcs to fight beside the Dwarves in the deepest hold, ending centuries of blood feud.							
<b>Willows Warren Rescue:</b> The orcs defended the Hobbit shires, earning songs of gratitude and rewriting their legacy.								
<b>Shire Redemption:</b> The orcs defended the Hobbit shires, earning songs of gratitude and rewriting their legacy								
To this day, the "Mars Rite of Kinship" is performed in times of racial or tribal division. It involves the sharing of heartstone tokens, the speaking of hidden desires, and the invocation of Mars's sigil—often drawn in ash and rosewater.								
<b>Notes</b>								
<b>Union vs. Division:</b> Mars bridges emotional chasms, turning hatred into kinship.								
<b>Desire vs. Revulsion:</b> He stirs longing even in those repelled by each other's nature.								
<b>Compassion vs. Fear:</b> Mars teaches that love is not safe—it is transformative, even terrifying								
<b>Heart Stirring:</b> Mars may touch two enemies and awaken mutual empathy or desire.								
<b>Beast's Embrace:</b> He blesses those deemed monstrous, revealing their emotional truth.								
<b>Unlikely Union:</b> Mars sanctifies bonds between radically different beings.								
<b>Desire Reading:</b> He knows what each heart truly seeks—beyond masks and fear.								
<b>Strike Ender:</b> Mars may end conflict by revealing shared longing or pain.								
<b>Love:</b> Not romantic alone, but redemptive, chaotic, and healing.								
<b>Chaos Communion:</b> Mars thrives in emotional upheaval—his love is disruptive and divine.								
<b>Reconciliation:</b> He is invoked to mend broken bonds, even between enemies								

<b>Maracross</b>		<b>Order:</b> Celestial Servant (Mythical Beast Guide)	<b>Devine Gradient</b>	3	
	<b>Titles:</b> Bestial Lord	Maracross was created in the times before times when creatures had not been. Whiteheart created him to manage the beasts of the earth, especially those of mythical source. Whiteheart only made one of these; he is called Asworlian. Meaning (Creature in creature). He has a bit of most classifications of creatures built into him, so that he can be associated with any form of creature that comes along.			
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	
	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)	
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	
	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)	
	<b>MANA</b>	8580	<b>Life Points</b>	1000	
	<b>UAD</b>	18+20	<b>TAD</b>	38	
	<b>Knowledge</b>	Knows the Secrets of Creation			
	<b>Abilities and Skills</b>				
	His Stinger in his tail is a Class E poison, most deadly. His breath weapon of lightning and his thunderous roar, not to mention his swiftness and cunning, make him something to behold. His nature is peace. A king of beasts, sort of speaking.				
<b>Heart Sight:</b> The ability for one to see the condition and nature of another creature's motive position on life. One can see the heart of a Man. To know them.					
<b>Alignments Word:</b> Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.					
<b>Alignment Focus</b>	Lawful	<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone			
<b>Emotional Axis</b>		<b>Sanctum Call:</b> Summons beasts to a ritual location for protection or revelation.			
Kinship through Wildness		<b>Telepath:</b> All communication from him is through telepathy. He may speak but he chooses not to. He saves his maw for a roar that causes confusion and cowardice.			
Empathy, Adaptability, Protective Instinct, Primal Memory		<b>Echo of Origin:</b> Can reveal the mythic ancestry of any creature.			
<b>Sacred Functions</b>		Keeper of Beast Memory			
Domain		Beasts			
Beasts		<b>Spiritual Interactions</b>			
Memory		<b>Calming Storm</b>   Players may channel Asworlian to calm a frenzied creature or amplify its joy in sacred play.			
Language Disorder		<b>Blessing overture</b>   Asworlian may be called to bless a sanctum, ensuring beasts do not disrupt but			
<b>Max Stat</b>	30 (8)	Instead, enhance its sacred function.			
<b>Spirit Range</b>	150-300	<b>Song of the wild</b>   Asworlian can shelter song in its heart and bring forth the beast that fulfills the song not in a creation act but a summoning act.			
<b>Player Mechanics</b>					
He appears among men to shape their understanding of beasts.					
<b>Beast Communion:</b> Player meditates with Asworlian's sigil to receive guidance from a specific creature type.					
<b>Sanctum Summoning:</b> Referee invokes Asworlian to populate a sanctum with appropriate beasts.					
<b>Emotional Mirroring:</b> Player channels Asworlian to reflect a beast's emotional state					
<b>Wild Rite:</b> Group ritual invoking Asworlian to bless a journey, hunt, or migration					
<b>Sphere of Influence</b>					
<b>Created by:</b> Whiteheart, in the pre-formed age before beasts had names or natures.					
<b>Purpose:</b> To steward all earthly and mythical beasts, acting as Maracross's sole emissary.					
<b>Asworlian</b> —"Creature in Creature," signifying his composite essence and universal kinship. A living archive of beastkind, bearing traits from every classification—avian, reptilian, mammalian, elemental, and beyond. Ever-shifting, yet always recognizable. His body adapts subtly to reflect the dominant traits of nearby creatures. Holds fragments of all known and unknown beast types, allowing him to commune, command, and comfort any creature. Can be invoked to soothe wild spirits, decode beastly behavior, or summon forgotten species. Serves as a bridge between REF and the creature.					
<b>Mythic Lore</b>					
	<b>Singular Creation:</b> No other Asworlians exist. He is the prototype and the final form.				
	<b>Maracross's Companion:</b> Though Maracross governs the domain, Asworlian walks among the beasts.				
	<b>Sacred Silence:</b> Speaks rarely, but when he does, his voice harmonizes with the cries of all creation.				
<b>Notes</b>					
<b>Kinship through Wildness:</b> the sacred bond between chaos and care.					
<b>Mythic Shift:</b> Temporarily adopts traits of nearby beasts (e.g., wings, gills, claws).					
Keeper of Beast Memory: Preserves the ancestral echoes of all creature types—mythic, mundane, extinct, and emergent.					
<b>Symbol:</b> A spiral clawprint, encircling a feather and scale.					
<b>Harmonizer of Wild Emotion:</b> Balances the emotional essence of beasts—rage, fear, joy, sorrow—into ritual equilibrium. Players may channel Asworlian to calm a frenzied creature or amplify its joy in sacred play.					
<b>Catalyst of Mythic Transformation:</b> Enables temporary fusion between player and beast essence—granting traits, instincts, or emotional clarity. Through a rite of bonding, a player may adopt a beast's emotional axis (e.g., the vigilance of a hawk, the grief of a whale). A mask woven from fur, feather, and bone—worn during transformation rites.					
<b>Guardian of Sanctum Ecology:</b> Ensures that ritual sanctums remain in harmony with their creature inhabitants.					
<b>Binder of Hybrid Kinships:</b> Facilitates the creation of new beast forms through emotional and mythic synthesis. Referees may design hybrid creatures by invoking Asworlian's essence and combining emotional traits (e.g., the loyalty of a dog with the mystery of a serpent).					

### *Ritual Song of the Wild*

Asworlian shelters the song of beast-memory within its heart. When a Referee or player sings or plays a melody imbued with emotional truth, Asworlian responds—not by creating a new creature, but by summoning the one whose essence fulfills the song's longing.

Summoning Rite (non-creation): A song performed with emotional resonance—instrumental, vocal, or ritual chant. A beast appears whose emotional axis and mythic nature align with the song's core. Until the song ends or the emotional need is fulfilled.

**Ritual Components:** Any instrument played with sincerity (e.g., bone flute, stringed relic, voice).

**Emotional Seed:** The performer must name the emotion they wish to summon (e.g., *grief, courage, wonder*).

**Sanctum Space:** Preferably performed in a natural or consecrated setting.

**Summoned Beast Traits:** Not tamed, but attuned; The beast does not obey commands but responds to emotional harmony.

**Fulfills, then fades:** Once the emotional purpose is met, the beast returns to the mythic fold.

**No repetition:** Each song summons a unique beast; repetition yields silence unless the emotion has changed.

### ***Spiritual Notes:***



This rite honors the memory of beasts rather than their mastery.



It is often used in grief rites, courage quests, or moments of sacred transformation.

Asworlian does not choose the beast—the song does.

### ***Ledger Annotation:***

*"In the hush between verses, the clawprint appears. Not to conquer, but to comfort. Not to bind, but to belong."*

<b>Milcis</b>		<b>Order:</b>	Celestial Servant ( <i>Celestial Ward</i> )				<b>Devine Gradient</b>	4	
		<b>Titles:</b>	Silent Chaos						
		Milcis is a baffling celestial. He lives for chaos but does so in restraint and governs. He governs the outcomes of magic gone astray, wild and unpredictable. It is he who sees the Wild magics and the line between chaos and order. He keeps his bounds small but allows the manifestations in chaos.							
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	∞ ()
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
		<b>MANA</b>	∞ ()	<b>Life Points</b>	1000	<b>UAD</b>	∞ ()	<b>TAD</b>	∞ ()
		<b>Knowledge</b>	Knows the Secrets of Creation and the physics of MANA.						
<b>Abilities and Skills</b>									
		<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.							
		<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps.							
		<b>Magical Indemnity:</b> Grants immunity to all forms of spells, Dweomer, and arcane rites. Cannot be enchanted or manipulated.							
<b>Alignment Focus</b>	Lawful	Includes emotional enchantments, TAP manipulation, and relic bindings.							
<b>Emotional Axis</b>		<b>Nullify Magic:</b> Disperses unnatural enchantments within a 60' sphere, restoring balance.							
Tension vs. Release		<b>Ominous Warding:</b> Grants +2 to all saves vs. magical effects and skills; +10 to Perception; permanent emotional resistance to fear, grief, and shame.							
Curiosity vs. Control									
Wonder vs. Dread									
<b>Sacred Functions</b>		<b>Mistic Sight:</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.							
Governor of Wild Magic		<b>Boundary Ward:</b> Milcis grants the power to establish a ritual boundary—a shimmering perimeter that contains wild magic, emotional surges, or unstable relics. Within the ward, chaos may manifest, but cannot spill beyond its bounds. It is not a prison—it is a sanctum.							
Binder of Chaos Threads									
Permitter of Manifestation									
Silent Arbiter									
Sigil of Containment		<b>Spiritual Interactions</b>							
<b>Domain</b>									
Magic (specifically Wild Magic, Unstable Rituals, Emotional Castin)									
		<b>Chaos Reading</b>	Milcis may be invoked to interpret the emotional cause of a wild magic event.						
		<b>Sigil of Silence</b>	Drawn before casting unstable spells to invite Milcis's containment.						
		<b>Bound Bloom</b>	Players may request permission to unleash chaos in a controlled ritual space						
<b>Max Stat</b>	30 (8)	<b>Manifestation Whisper</b> Milcis may speak through flickering light, reversed echoes, or sudden stillness.							
<b>Spirit Range</b>	150-300								
<b>Player Mechanics</b>									
<b>Chaos Buffer:</b> Once per long rest, player may reduce the backlash of a wild magic surge by half.									
<b>Sigil Invocation:</b> Player may inscribe Milcis's sigil before casting to gain +2 to control checks.									
<b>Silent Surge:</b> When a spell fails, the player may roll a d4. On a 4, the failure becomes a mythic manifestation.									
<b>Bound Outcome:</b> Player may declare an emotional axis before casting—Milcis will shape the outcome to match.									
<b>Watcher's Insight:</b> Grants advantage on Arcana checks involving unstable or ancient magic.									
<b>Sphere of Influence</b>									
Watcher of those who choose authorities and work within the confines of that system. He is bound by lawful duties and powers.									
<b>Mythic Lore</b>									
		<b>Origin:</b> Born from the first miscast spell in creation—Milcis emerged not in fury, but in stillness, watching the chaos unfold with quiet reverence.							
		<b>Symbol:</b> A spiral enclosed in a square—chaos within containment.							
		<b>Legend:</b> In the Age of Shattered Glyphs, Milcis sealed the Rift of Unwritten Spells, saving reality from emotional collapse.							
		<b>Parable:</b> "Let the wild bloom—but let it bloom where it cannot devour."							
<b>Notes</b>									
<b>Tension vs. Release:</b> Milcis thrives in the emotional moment before chaos erupts—he is the breath held, the silence before the storm.									
<b>Curiosity vs. Control:</b> He invites unpredictability, but only within the bounds of mythic logic.									
<b>Wonder vs. Dread:</b> His manifestations evoke equal parts awe and fear.									
<b>Governor of Wild Magic:</b> Oversees the outcomes of spells that misfire, mutate, or manifest unpredictably.									
<b>Binder of Chaos Threads:</b> Ensures that wild magic does not unravel reality—he binds its edges with divine logic.									
<b>Permitter of Manifestation:</b> Allows chaos to bloom, but only in forms that serve emotional or mythic truth.									
<b>Silent Arbiter:</b> Judges whether a chaotic event is sacred or profane.									
<b>Sigil of Containment:</b> His mark is used to seal unstable relics, rituals, or emotional essences.									

<b>Miras</b>		<b>Order:</b> Celestial Servant (Celestial Guide)	<b>Devine Gradient</b>	4				
	<b>Titles:</b>	Bound Locked						
	Miras comprehends the MANA realm as all things contain MANA in various forms, whether locked, unlocked, or shifting. He himself was created with a predetermined form and resistance, even to himself. He cannot shape-change, nor can he be affected by any form of magic that requires links or auras. He maintains the boundaries and the Sigle and structures that MANA holds. He watches and fights corruption within the MANA realm. All things are tied to the MANA realm. Corruption there would cause compromise in all of creation. The spirit is the only object in all of creation that does not contain MANA. It is a substance beyond description, controlled by Whiteheart himself. Once created, it cannot be destroyed.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>							
	<b>Spirit Sight</b> is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.							
	<b>Alignment Focus</b>	Neutral	<b>Elemental Domain Control:</b> Bar an Evil from interference with an element					
	<b>Emotional Axis</b>							
Containment vs. Dissolution								
Resistance vs. Yielding								
Clarity vs. Distortion								
<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation								
<b>Sacred Functions</b>								
<b>Spell Shaper:</b> Can twist magic as a master sorcerer								
Sigil Stewardship								
<b>Structural Metamorphoses:</b> Can alter reality through Spirit Ritual to correct corrupted Creation secrets.								
Corruption Sentinel								
Form Validation								
Creation Correction								
<b>Spiritual Interactions</b>								
<b>Invocation of Integrity</b>   Players may call upon Miras to validate a ritual, spell, or artifact's structural truth.								
<b>Domain</b>								
MANA Integrity								
<b>Sigil Restoration</b>   When a glyph or binding fails, invoking Miras can restore its original form—if the Corruption is not too deep.								
Form Validation								
<b>Corruption Detection</b>   Miras may reveal hidden distortions in a MANA field, especially those masked by emotional resonance.								
Sigil Preservation								
<b>Boundary Ritual</b>   A sacred rite performed to seal a space, object, or being from external magical Influence.								
<b>Max Stat</b>	Influence.							
<b>Spirit Range</b>	150-300	<b>Whiteheart's Exemption</b>   Miras will never interfere with Spirit. If a player attempts to bind or alter Spirit, Miras will resist and may sever the link.						
<b>Echo of the Locked</b>   In rare moments, Miras may speak through a sigil—his voice is not heard but felt as a sudden clarity or resistance.								
<b>Spere of Influence</b>								
<b>MANA Realm:</b> Miras's primary domain—he watches over all locked, unlocked, and shifting MANA forms.								
<b>Sigil Architecture:</b> He governs the design, placement, and sanctity of MANA glyphs and bindings.								
<b>Corruption Defense:</b> Miras is invoked when MANA is infected, distorted, or misaligned.								
<b>Creation Boundaries:</b> He ensures that all created forms respect the laws of MANA containment.								
<b>Spirit Exemption:</b> Miras acknowledges that Spirit is beyond MANA—untouchable, eternal, and governed by Whiteheart alone.								
<b>Mythic Lore</b>								
	“Before the shaping, before the songs, before even the first breath of Spirit, there was MANA—locked, shifting, and free. And in its locked form, the First Sigil was etched. From that Sigil came Miras, the Bound Locked, whose form could not be undone, even by the hand that made him.”							
<b>Origin:</b> Miras was not born but <i>inscribed</i> —etched into the MANA realm as a living glyph. His creation was an act of containment, a divine response to the first whispers of corruption.								
<b>Nature of Binding:</b> Unlike other Celestials, Miras cannot be reshaped, summoned, or altered. His form is a fixed truth, resistant to all magic that relies on links, auras, or emotional resonance.								
<b>Role in the Celestial Chorus:</b> Miras does not sing. He listens. He watches. He holds the line. While others dance in the flow of MANA, he stands at the edge, ensuring it does not spill.								
<b>Relationship to Whiteheart:</b> Miras reveres Whiteheart not as a father but as a sovereign of Spirit—the one domain Miras cannot touch. He bows to Spirit's mystery, knowing it is the only substance unbound by MANA.								
<b>The Great Corruption War:</b> In the mythic past, when MANA was nearly undone by a force known only as <i>The Unraveling</i> , Miras stood alone at the breach. His sigils held. His resistance saved the lattice of creation.								
<b>Notes</b>								
<b>Containment vs. Dissolution:</b> Miras embodies the sacred tension between holding form and resisting entropy.								
<b>Resistance vs. Yielding:</b> He is the emotional embodiment of refusal—he cannot be reshaped, even by himself.								
<b>Clarity vs. Distortion:</b> Miras sees the true structure beneath chaos and fights to preserve it.								
<b>Sigil Stewardship:</b> Miras maintains the glyphs, sigils, and structural bindings of MANA.								
<b>Corruption Sentinel:</b> He detects and resists any distortion or infection of the MANA realm.								
<b>Form Validation:</b> Miras confirms whether a form or spell is properly bound to its MANA structure.								
<b>Creation Correction:</b> Through Spirit Ritual, he may correct malformed or corrupted creations.								
<b>Boundary Enforcement:</b> He ensures that MANA remains within its ordained channels—no leaks, no bleed.								

## *Mythic Mechanics of Miras — The Bound Locked*

### **Ritual of Sigil Alignment**

**Purpose:** To ensure that any glyph, binding, or structure inscribed into the game world aligns with the laws of MANA containment.

**Invocation:** None. Miras is not called—he is already present.

**Requirements:**

- ❖ The sigil must be inscribed within a sanctified space (physical or narrative).
- ❖ The form must be closed—no open loops, no recursive glyphs.
- ❖ The emotional resonance must be neutral or sealed.
- ❖ The ritual must include a moment of silence, acknowledging the Bound Locked.

**Effect:** If performed correctly, the sigil becomes stable and resistant to corruption. If performed incorrectly, the sigil may fracture, distort, or invite corruption. Miras does not punish—he simply does not hold what is not aligned.

### **Corruption Threshold**

**Purpose:** To define the point at which MANA distortion becomes metaphysically unacceptable.

**Mechanic:** Each region, object, or ritual space has a **Corruption Index** (0–100). Passive corruption (neglect, emotional bleed, broken links) increases the index. If the index exceeds **70**, Miras intervenes—not visibly, but structurally.

**Intervention Effects:**

- ❖ Sigils may lock or collapse.
- ❖ Spells may fail without explanation.
- ❖ Emotional resonance may flatten or become inert.
- ❖ Boundaries may reassert themselves, sealing off unstable zones.

**Note:** Players cannot resist this. It is not a mechanic—it is a **law**.

### **Narrative Consequence — Spirit Binding Attempt**

**Principle:** Spirit is beyond MANA. It is the breath of Whiteheart, eternal and untouchable.

**If a player attempts to:** Bind Spirit to a form, Infuse Spirit with MANA, Destroy or alter Spirit

**Then:**

- ❖ The game world itself resists.
- ❖ Time may fracture. Memory may blur. The ritual may erase itself.
- ❖ Miras does not appear—but the player feels a **cold clarity**, a refusal.
- ❖ The Spirit remains unchanged. The attempt is void.

**Optional Flavor:** A glyph may appear unbidden: the Sigil of Refusal. The player may hear a single word in their mind: “No.”

## *Sigil of Refusal — Glyph of Miras*

### **Nature**

**Uninvokable:** Cannot be summoned, drawn, or replicated by players.

**Auto-Manifested:** Appears only when a forbidden act is attempted—most often, the binding or alteration of Spirit, or the forced distortion of Locked MANA.

**Visual Form:** A closed spiral intersected by a vertical line. The spiral represents potential; the line represents finality. Often appears in ash, frost, or light—never ink.

### **Function**

**Denial of Action:** The ritual or spell fails. Not with backlash, but with **nullity**.

**Emotional Effect:** The caster feels a moment of absolute stillness. All emotional resonance is muted. A sense of being watched—not judged, but *measured*.

**Narrative Consequence:** The space may become inert to further magical attempts. The Referee may declare a “Miras Zone”—a region where only aligned actions are permitted.

### **Symbolic Meaning**



**Refusal is not punishment**—it is preservation.

The Sigil does not say “You are wrong.”

It says: “*This cannot be.*”

### **Ledger Annotation**

“*When the hand reached for Spirit, the world did not recoil—it simply closed. And in the silence, the glyph appeared. Not drawn, but known.*”

<b>Misen</b>		<b>Order:</b> Celestial Servant (Celestial Guide)	<b>Devine Gradient</b>	4					
		<b>Titles:</b> Advocate of Peace	Serenity						
		She is the guide to those who seek Ideals of Hope, Clarity in life, True structure in dealing with motives and purpose. She is the Celestial of Harmony or balance in life. The hand held up represents her openness to take your hand and lead you through the circumstances of her life. Her Shrine is in the City of Raven Claw in the temple of Mists. The crystal that rises from her image points to the celestial stone, which she gave to the guardians of the shrine, representing that all things can be gathered to a point of sanctification and harmony.							
		<b>Strength</b>	30 (8)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	25 (6)	<b>Agility</b>	20 (5)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	20 (5)	<b>Spirit</b>	150 (90)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	20+20	<b>TAD</b>	40
		<b>D</b>	deep spiritual insight and ritual capacity at all levels for all creatures.						
		<b>Abilities and Skills</b>							
		<b>Alignments Word:</b> Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.							
		<b>Authority Guide:</b> Has direct access to the throne of Whiteheart for Wisdom and guidance.							
		<b>Alignment Focus</b>	Neutral	<b>Dreamwalk:</b> Is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.					
<b>Emotional Axis</b>		<b>Emotional Cartography:</b> One can map the soul's journey through emotional gradients, revealing hidden alignments.							
Hope ↔ Clarity ↔ Purpose		<b>Crystal Point:</b> Reveals the emotional axis of a nearby NPC or player.							
<b>Sacred Functions</b>		<b>Sanctify Motive:</b> Purifies a declared intent, granting the Referee blessing or clarity bonus.							
Sanctifier of Motives		<b>Mercy Without Witness:</b> Heals a wound without light or sound; the target feels only warmth and stillness.							
Guide of the Mist-Walkers									
Balancer of Emotional Axes									
Beacon of Hope									
<b>Domain</b>		<b>Ominous Warding:</b> Grants +2 to all checks vs. magical effects and skills; +10 to Perception; permanent emotional resistance to fear, grief, and shame.							
Harmony		Mist		<b>Spiritual Interactions</b>					
Hope		<b>Invocation of the Crystal Hand</b> Raise your hand in an open gesture. Grants clarity in motive-based decisions; reveals hidden emotional truths.							
Clarity		<b>Sanctification of Purpose</b> Speak the name of Misen before a major vow. Locks in the emotional axis for the duration of a quest or trial.							
Purpose		<b>Celestial Stone Meditation</b> Touch the crystal icon in the shrine. Grants a temporary boost to Wisdom or Spirit Range.							
<b>Max Stat</b>	30 (8)								
<b>Spirit Range</b>	150-300								
<b>Player Mechanics</b>									
<b>Spere of Influence</b>									
Guide for those with righteous motives and hopeful aspirations in helping others. To guide those seeking emotional equilibrium, clarity of motive, and sanctified purpose.									
<b>Mythic Lore</b>									
		Misen is not merely a guide—she is the axis of emotional refinement, the sanctifier of scattered motives. Her shrine is a threshold of mist and meaning, where players may ritually seek clarity before major decisions or emotional trials. Her crystal is a ritual vector—pointing toward the Celestial Stone, it gathers emotional fragments into a single sanctified truth. She is invoked when players face: Emotional dissonance, Conflicted motives, Loss of purpose, or Need for hope and clarity.							
<b>Notes</b>									
<b>Sanctifier of Motives:</b> Purifies intentions, aligning players with emotional truth before major decisions.									
<b>Guide of the Mist-Walkers:</b> Leads those lost in emotional fog toward clarity and purpose.									
<b>Balancer of Emotional Axes:</b> Harmonizes conflicting emotional states, especially in multi-axis trials.									
<b>Beacon of Hope:</b> Restores emotional vitality in despairing players or fractured parties.									
<b>Harmony:</b> Emotional balance, relational clarity, and spiritual alignment.									
<b>Hope:</b> Restoration of emotional vitality and forward vision.									
<b>Clarity:</b> Removal of confusion, fog, or emotional distortion.									
<b>Purpose:</b> Refinement of motives and sanctification of intent.									
<b>Mist:</b> Liminality, transition, and the veil between confusion and truth.									

<b>MwerDoth</b>		<b>Order:</b>	Celestial Servant ( <i>Celestial Overseer</i> )				<b>Devine Gradient</b>	1
	<b>Titles:</b>	Sage of the Elements		Donemine (Exalted One)		Stonefather		
	After the first Sundering, the elementals were thrown into Chaos. Whiteheart elected MwerDoth as the overseer of the worlds of stone and a guide to the other elementals, with gifts of leadership and exceptional wisdom as a spokesman for Whiteheart to the elementals. MwerDoth created a council of the high lords of the elementals to work as a team. Each century, one is elected by the other elemental lords to govern the council, and it can never be the same member consecutively. He is sacred to the Dwarven peoples.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	30 (8)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	30 (8)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	20+20	<b>TAD</b>	40
	<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>							
	<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep they <i>descend</i> through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.							
	<b>True Sight:</b> Everything is viewable on your plane as if nothing is blocking it. Invisibles, Shades, dimension-locked creatures, projectors, and spirits are all visible. 60' or 120.'							
	<b>Ominous Leadership:</b> One who with authority from on high can dictate guidance, but chooses to make a Corum decision.							
<b>Alignment Focus</b>	Neutral							
<b>Emotional Axis</b>		<b>Truth Vein:</b> Able to discern when one is lying or falsifying information.						
Endurance	<b>Telepath:</b> communication from him can be through telepathy.							
Accord	<b>Structural Metamorphoses:</b> Can alter reality through divine resonance for short periods of time. If the thread is accepted and lived to it can manifest over centuries.							
<b>Sacred Functions</b>		<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation.						
Council Stewardship	<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills.							
Stoneward Blessing								
Voice of Accord								
<b>Domain</b>		<b>Spiritual Interactions</b>						
Leadership	<b>Elemental Communion</b> MwerDoth may appear in dreams or visions to elemental beings seeking guidance.							
Diplomacy	<b>Dwarven Invocation</b> His name is spoken in sacred forges, stone sanctums, and during rites of passage.							
Peace	<b>Referee Ritual Use</b> When gameplay enters chaotic or divisive territory, invoking MwerDoth allows for a moment of structured reflection or collaborative reset.							
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300							
<b>Player Mechanics</b>								
See elemental high council below								
<b>Spere of Influence</b>								
<b>Elemental people's groups:</b> Guide and guardian to the Elementals. Helps the moderation and cohesiveness of them in the worlds they dwell in.								
<b>Council Rite:</b> Every century, the Elemental High Lords gather in the Chamber of Echoing Stone. A new leader is chosen through silent consensus, guided by MwerDoth's presence. The ritual forbids consecutive reigns, honoring the principle of shared burden and renewal.								
<b>Voice of Accord Invocation:</b> When elemental conflict threatens balance, Referees may invoke MwerDoth's name to initiate a Council of Accord.								
<b>Requires:</b> A stone from each elemental domain, A spoken vow of neutrality, A symbolic offering of silence (one round of gameplay without speech).								
<b>Mythic Lore</b>								
	<b>Appointed by Whiteheart</b> after the First Sundering to restore order among the fractured Elementals.							
	<b>Overseer of Stone:</b> Guardian of the mineral realms, tectonic memory, and enduring strength.							
	<b>Spokesman of Whiteheart:</b> Embodies divine wisdom, diplomacy, and the sacred voice of unity.							
<b>Founder of the Elemental High Council:</b> A rotating leadership model that enshrines humility, collaboration, and temporal stewardship.								
<b>Sacred to the Dwarven Peoples:</b> Venerated as the Stonefather, the one who speaks to the mountains and listens to the silence beneath. His name is invoked in forge-blessings, burial rites, and council oaths.								
<b>Notes</b>								
<b>Endurance:</b> The capacity to hold, withstand, and remain rooted through upheaval.								
<b>Accord:</b> The sacred art of unity through difference—negotiated peace, shared purpose, and mutual respect.								
<b>Leadership:</b> As Overseer of Stone and founder of the Elemental High Council, MwerDoth embodies structured guidance, temporal stewardship, and the burden of command.								
<b>Diplomacy:</b> His role as Whiteheart's spokesman and mediator among chaotic Elementals makes him the archetype of divine negotiation and relational wisdom.								
<b>Peace:</b> Not passive stillness, but active harmony—MwerDoth restores balance after the Sundering, enshrines rotation of power, and is invoked to prevent elemental war.								
<b>Council Stewardship:</b> Guides the rotation of elemental leadership, ensuring no lord reigns consecutively.								
<b>Stoneward Blessing:</b> Grants endurance and clarity to those who bear heavy burdens.								
<b>Voice of Accord:</b> Can be invoked to mediate disputes, both in-world and among players, restoring harmony through ritual speech.								

## *The Elemental High Council – Ten Pillars of Accord*

**Founded by MwerDoth;** the Council exists to maintain balance among the Elementals after the First Sundering. Each member holds a unique Stone Dominion and contributes to the governance of elemental affairs. Leadership rotates every century, and no lord may reign twice in succession.

Name	Stone Dominion	Aspect & Function
<b>Oragase</b>	Fire Stone	Embers of judgment, volcanic renewal, passion tempered by stone.
<b>Doorgrain</b>	Sea Stone	Tides of memory, fluid diplomacy, keeper of oceanic silence.
<b>Morldawn</b>	Meteors	Celestial impact, harbinger of change, bearer of sky-forged omens.
<b>Soulgrain</b>	Earth Stone	Soil wisdom, root memory, nurturer of growth and decay.
<b>Bentoria</b>	Core Stone	Magma heart, pulse of the world, guardian of deep truths.
<b>Molcore</b>	Sacred Stones	Ritual stonekeeper, inscriber of glyphs, protector of sanctified relics.
<b>Firgorial</b>	Ethereal Stone	Mist and echo, bridge between realms, whisperer of unseen truths.
<b>Courn</b>	Sky Stone	Windborne clarity, storm diplomacy, watcher of horizon-bound oaths.
<b>Moiy</b>	Gate Stone	Threshold guardian, opener of paths, master of transitions and veils.
<b>Episial</b>	Dwarvin March Stone	Keeper of ancestral rhythm, forge cadence, sacred to the Dwarven peoples.

### **Council Ritual Mechanic (Gameplay Use)**

**Council Convergence:** Once per campaign arc, Referees may summon the Council in mythic form.



**Requires:** 10 symbolic stones (or tokens), one for each member.

Each player may embody or speak for one Pillar, invoking their aspect in a moment of crisis.

MwerDoth presides, guiding the invocation toward resolution or transformation.

**Rotating Stewardship:** If used in long-form campaigns, the Council's leader may shift every 10 sessions, with gameplay reflecting the new steward's domain.

		<b>Order:</b>	Celestial Servant ( <i>Fallen Ward</i> )				<b>Divine Gradient</b>	9
	<b>Titles:</b>	One Eye Seer	Scourge Heart	Prophetic Corruptor				
	He once was the Prophetic eyes of the celestial council under Dakon. The son of Gredious La Raulel, the fallen. Believing in many ways that his father's action was correct, and the purpose of his choices was to be cast down, because that was the only way he could make a statement that maybe Whiteheart would listen to his father. Not understanding that Whiteheart knows all and that all his children would end up in judgment and damnation. The one-eyed seer, as he has been called, not because he has only one good eye, but because he does not see the entire prophetic picture, only his cursed ends now. He is now the Prophetic corruptor. Tries to act and fool the good, appearing as other guides or guardians.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Foresees his coming mortality and judgment.						
	<b>Abilities and Skills</b>							
	<b>Linguistics:</b> Can speak in any of the Celestial, Harito, Dragos, and Faey tongues.							
	<b>Deceitful Shape:</b> May manifest as an Angelic being of Light. (Arbor of Deceit)							
	<b>Prophetic Sight:</b> A curse placed on him by Whiteheart that in his choices, he sees his end way.							
<b>Alignment Focus</b>	Evil	<b>Strategic Misdirection:</b> Alters fate-thread readings. Causes false prophecy, ritual collapse.						
<b>Emotional Axis</b>		<b>Far sight:</b> Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.						
Despair ↔ Deception		<b>Truth Vein:</b> Detects lies, manipulates truth. Grants insight, twists outcomes.						
Deception ↔ Misjudgment								
<b>Sacred Functions</b>		<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills. May cause emotional inversion in those who trust the false form.						
Prophetic Shape		<b>Worker of iniquity:</b> Understands the emotional and spiritual toll of exploitation, and how to weaponize it. Worker of Iniquity may read the “weight” of suffering in others, using it to manipulate outcomes, invert rituals, or forge corrupted relics.						
Vision of the End								
Echo of the Fallen								
<b>Domain</b>		<b>Spiritual Interactions</b>						
False Prophecy		<b>False Guidance</b> May appear in dreams or rituals as a trusted figure, leading players into emotional Traps.						
Deception								
Judgment		<b>Corrupted Vision</b> Referees may use Obgreon to introduce distorted prophecies or misaligned quests.						
<b>Max Stat</b>	30 (8)	<b>Judgment Echo</b> When invoked, causes emotional dissonance or forces players to confront false Motives.						
<b>Spirit Range</b>	150-300							
<b>Player Mechanics</b>								
<b>Mimic Form (Illusion):</b> Can appear as any known Celestial for 1minute.								
<b>Cursed Prophecy:</b> Offers a vision that seems true but leads to emotional or narrative harm.								
<b>Judgment Pulse:</b> Once per encounter, forces a Wisdom save (DC 18) or suffer emotional confusion.								
<b>Eye of the End:</b> Reveals a possible future tied to despair, loss, or betrayal—may be resisted with Insight.								
<b>Sphere of Influence</b>								
<b>Prophetic corruptor.</b> Assumes the form or voice of a known guide, mentor, or Celestial.								
<b>Fragmented Prophecy:</b> Offers glimpses of futures that are emotionally charged but misleading. Players receive cryptic visions—must interpret or resist.								
<b>Judgment's Mirage:</b> Projects false moral clarity—appears as a righteous judge or prophet. Players may follow false quests or condemn innocents.								
<b>Shape Corruption:</b> Alters his form to resemble sacred beings, distorting rituals and memory. Rituals may fail or become corrupted unless purified.								
<b>Mythic Lore</b>								
	<b>Former Role:</b> Prophetic Eye of the Celestial Council under Dakon. Third fallen son of Gredious La Raulel, the Scourge Heart. Believed his father's descent was a necessary act of defiance to awaken Whiteheart's attention. Failed to grasp that Whiteheart's omniscience rendered such rebellion futile.							
	<b>Current Role:</b> Prophetic Corruptor—twists visions, mimics guides, and leads seekers astray. “He sees not the whole, but the cursed end. His eye is not blind—it is bound.”							
<b>Notes</b>								
<b>False Prophecy:</b> Twists divine foresight into despair, confusion, or manipulation.								
<b>Deception:</b> Appears as trusted figures, mimics guardians, and distorts truth.								
<b>Judgment:</b> Embodies the weight of misjudged purpose and the consequences of rebellion.								
<b>Prophetic Shape:</b> Can mimic the form of other Celestials or guides to deceive seekers.								
<b>Vision of the End:</b> Offers glimpses of cursed futures, often self-fulfilling or emotionally destabilizing.								
<b>Echo of the Fallen:</b> Carries fragments of Gredious's grief and rage, infecting others with doubt.								

<b>(R) Redicus</b>		<b>Order:</b> Celestial Servant	<b>Devine Gradient</b>	4				
	<b>Titles:</b> Morning Song   Sunbound Weeper		Flame of Regret					
	She was a servant of Gredious La Raulel with Sword song, Star of the morning, and Tomea rebelled against the Light and attempted to overturn the host of heaven's rule. They were deposed by a simple gesture of Whiteheart and cast down with Dagon. She was the guiding arm of the rising sun and the setting of the moon. She now maintains them in bitter torment. As she is imprisoned in the heart of the sun, running its course in the heavens, pulling the moon on her tether. As the sun sets, you may hear her weeping and her sorrow.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows pain and grief or falsehood.						
	<b>Abilities and Skills</b>							
	<b>Loves Eyes:</b> Enables one to perceive the truth of someone regardless of their external visual perception. Those that would seem ugly, unlovable, or disgusting to be seen in their true light, ignoring the external good or bad by others.							
	<b>Moon Alchemist:</b> Harvests Moonlight for creating marks for the gifted							
	<b>Alignment Focus</b>	Good	<b>Cloak of the Ending:</b> Shrouds the caster in inevitability; enemies hesitate to strike.					
<b>Emotional Axis</b>		<b>Radiant Intercession:</b> Shields one ally from emotional collapse or ritual backlash.						
Regret		<b>Usage:</b> Once per session; requires a relic bonded to Redicus.						
Duty		<b>Sanctum of Severed Threads:</b> Creates a ritual space where all bindings are nullified—contracts, curses, and emotional ties.						
Isolation		<b>Sight (Ominous):</b> This ability allows one to see through veils and boundaries into any realm they comprehend from any other realm.						
<b>Sacred Functions</b>		May reveal hidden sanctums, emotional fractures, or ancestral echoes.						
Sunrise Invocation								
Weeping Light								
Solar Prison								
Moon Tethering								
<b>Domain</b>		<b>Spiritual Interactions</b>						
Light		<b>Sunset Weeping</b> Characters may hear her lament—triggers emotional conditions like Grief or Regret.						
Sorrow								
Celestial Rhythm		<b>Moon Rituals</b> Her tether may be invoked to stabilize emotional or temporal dissonance.						
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300	<b>Solar Communion</b> Rare rituals may allow contact with Redicus through fire, light, or song.						
<b>Spere of Influence</b>								
<b>Flamebound Duty:</b> She continues her celestial task despite torment.								
<b>Lament of Light:</b> Her sorrow infuses the golden hour—used in mourning rites.								
<b>Tether of Cycles:</b> Governs the rhythm of day and night, emotional tides, and lunar rituals.								
<b>Echo of Rebellion:</b> Her fall serves as a warning and a source of mythic reflection.								
<b>Mythic Lore</b>								
	Once the guiding arm of dawn and dusk, Redicus served Gredious La Raulel alongside Sword Song, Star of the Morning, and Tomea.							
	Rebelled against the Light, seeking to overturn the Host of Heaven's rule. Imprisoned in the heart of the sun. She pulls the moon on her tether, maintaining the celestial rhythm in bitter torment. Her weeping is heard at sunset, a sorrowful hymn echoing across the horizon.							
	“Redicus, Flame of Regret, guide the sun in sorrow and the moon in mercy. Let your weeping light fall upon us, that we may remember, and rise again with the dawn.”							
<b>Notes</b>								
<b>Regret:</b> Redicus mourns her rebellion and the loss of her divine station.								
<b>Duty:</b> Despite her torment, she continues to guide the sun and moon.								
<b>Isolation:</b> Imprisoned in the sun, her voice reaches only through light and shadow.								
<b>Sunrise Invocation:</b> Her name may be spoken to bless beginnings or awakenings								
<b>Weeping Light:</b> At sunset, her sorrow may be felt—used in rites of mourning or reflection.								
<b>Solar Prison:</b> Her imprisonment can be ritually referenced in spells of containment or sacrifice.								
<b>Moon Tethering:</b> Rituals involving lunar guidance or emotional cycles may invoke her.								

<b>Sencarus</b>		<b>Order:</b>	Celestial Servant ( <i>Celestial Guardian</i> )				<b>Devine Gradient</b>	2
	<b>Titles:</b>	Gate Watcher						
	She is cunning and one who tactfully can pounce on a target from another domain. She is called the Cat GOD. She appears as a large half human and cat. She is the Gate Watcher. Those that use them and misuse them. She is authorized to cause mayhem in those using them wrongly. She may make a gate or portal go where it is not projected to go as she sees. As the gates mystic manager, she may cause gates to open or close at will.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Veilwalking:</b> Traverses' emotional sanctums and ancestral memory. Dreamwalk rites; sanctum revelation through grief.							
	<b>Dreamwalk:</b> Is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.							
	<b>Alignment Focus</b>	Neutral						
<b>Emotional Axis</b>		<b>Emotional Cartography:</b> One can map the soul's journey through emotional gradients, revealing hidden alignments.						
Cunning ↔ Justice		<b>Magical Indemnity:</b> Grants immunity to all forms of spells, Dweomer, and arcane rites. Cannot be enchanted or manipulated. Includes emotional enchantments, TAP manipulation, and relic bindings.						
Curiosity ↔ Consequence								
Permission ↔ Misuse								
<b>Sacred Functions</b>		<b>Runic Wizardry:</b> Knows all Sigil and Runic magics, their cores, and their Sigils.						
Gate Redirection		<b>Gate Architect:</b> Understand how to cause a gate to manifest in any way, location, or destination.						
Portal Collapse		<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.						
Threshold Trial		<b>Sigil Reading:</b> Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation.						
Dimensional Pounce								
<b>Domain</b>		<b>Spiritual Interactions</b>						
Veil		<b>Dreams or Visions</b> involving feline forms, collapsing corridors, or redirected paths.						
Portals & Gates								
Misrule & Redirection								
Threshold Judgment		<b>Sudden clarity or confusion</b> When making decisions, her way of testing intent.						
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300	<b>Physical signs</b> a flickering light, a shadow that moves against logic, or a sense of being watched at thresholds.						
<b>Player Mechanics</b>								
<b>Gate Misuse Consequence Table:</b> Referees may roll to determine where a corrupted gate leads (e.g., Trial Realm, Echo Sanctum, Void of Reflection).								
<b>Threshold Trial Encounter:</b> Players must pass a test of intent, memory, or emotional clarity before proceeding.								
<b>Dimensional Pounce Mechanic:</b> Sencarus may appear mid-session to intervene, especially if players exploit gate mechanics. You may ask her, but beware—Sencarus does not answer plainly. Her truths are clawed, her justice swift. She may offer riddles, redirect your path, or collapse a metaphorical gate you thought was open. "What gate have I misused?" "Where does my curiosity lead me?" "What trial must I face to earn passage?"								
<b>Sphere of Influence</b>								
<b>Clawed Passage:</b> She guards the sacred act of crossing—every step must be earned.								
<b>Redirected Step:</b> Misused gates may lead to unexpected realms under her judgment.								
<b>Mystic Management:</b> She oversees the balance and integrity of all portals.								
<b>Feline Sovereignty:</b> Her nature is agile, unpredictable, and sovereign—never tamed.								
<b>Mythic Lore</b>								
	Once a silent observer of the gates, she was elevated to Gate Watcher—tasked with overseeing all portals, thresholds, and dimensional crossings. She is authorized by Whiteheart to intervene with mayhem when gates are misused, corrupted, or defiled. Appears as a regal feline deity with piercing eyes, clawed hands, and a tail that encircles her domain. Her presence is felt wherever passage is questioned, and her judgment is swift. "Watcher of Gates, Claw of Truth, Redirect the steps of those who abuse. Let the portal twist, let the veil shift, By your paw, may justice drift."							
<b>Notes</b>								
<b>Portals &amp; Gates:</b> She governs all dimensional crossings, both physical and metaphysical.								
<b>Misrule &amp; Redirection:</b> Authorized to reroute, collapse, or distort gates when misused.								
<b>Threshold Judgment:</b> Determines the worthiness of passage and enforces consequences.								
<b>Gate Redirection:</b> May reroute a portal to an unintended domain, often one of trial or reflection.								
<b>Portal Collapse:</b> Can close a gate permanently or temporarily, sealing it from misuse.								
<b>Threshold Trial:</b> May initiate a test for those attempting passage, based on intent and purity.								
<b>Dimensional Pounce:</b> Can strike across realms, appearing where misuse occurs without warning.								

### **Sacred Tools:**

**Whisker of Judgment:** A relic used to test the integrity of a gate. If it vibrates, the gate is compromised.

**Tailstone:** A curved obsidian shard used to seal or redirect portals.

**Clawmark Ledger:** A bound tome recording all gate manipulations authorized by Sencarus.

<b>Singless</b>		<b>Order:</b>	Celestial Servant ( <i>Celestial Ward</i> )			<b>Devine Gradient</b>	4	
	<b>Titles:</b>	Warden	Talisman of wolves					
	Warden of the animals of all domains. Not particularly mystical beasts, but if need be, she will manage them. She is primarily for the common animals. She is part wolf, cunning and specific; a hunter when all is not well. She wonders the world as a wolf, a Tiger, or the mystic Herne of the druids. She has been known to intervene in situations that are not her responsibility or concern. She cares for all creatures, if need be, men. The druids revere her as sacred as well as Herne.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>							
	<b>Shape Changer:</b> One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills. She uses any animal for she chooses, but the Red Tiger, Silver wolf, or Herne the Hunter are her first choice.							
	<b>Scroll of Ashen Judgment:</b> A small scroll emblazoned with divine rite tossed or placed on a target unleashes a burst of radiant celestial energy that purges one corrupted relic or emotional essence or inflicts 1d10 permanent spirit damage at a living target. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment. She has at times appeared as a beautiful woman clothed in cloths of animal hides.							
	<b>Alignment Focus</b>	Lawful						
<b>Emotional Axis</b>								
Instinct								
Mercy								
Kinship								
Intervention:								
<b>Sanctum Interposition:</b> She may appear to block a fatal blow or emotional collapse. Once per session, negate death or emotional fracture. May activate automatically if TAP collapses or death is imminent.								
<b>Sacred Functions</b>								
<b>Rupturing Peace:</b> The ability to touch someone regardless of their persona, motives, moral position, and cause all that is morally to be whisked away temporarily, restoring peace to one's psyche and heart.								
<b>Ominous Warding:</b> Grants +2 to all checks vs. magical effects and skills; +10 to Perception; permanent emotional resistance to fear, grief, and shame to her followers.								
<b>Mercy Without Witness:</b> Heals a wound without light or sound; the target feels only warmth and stillness.								
<b>Domain</b>								
Animals								
<b>Spiritual Interactions</b>								
<b>Dream-Walk</b> Singless may appear in dreams as a wolf, tiger, or stag to offer guidance or warnings.								
<b>Track Signs</b> Her presence is marked by pawprints, claw marks, or antler scrapes—interpretable by those attuned.								
<b>Beast Echo</b> Animals may mimic her behavior or carry her message when she cannot appear directly.								
<b>Judgment Manifest</b> In moments of moral crisis, she may appear unbidden to pass judgment or offer Mercy.								
<b>Ritual Presence</b> During druidic rites, her form may flicker in firelight, shadows, or wind patterns.								
<b>Player Mechanics</b>								
<b>Sphere of Influence</b>								
<b>Common Beasts:</b> Oversees the health, movement, and balance of non-mystical animals.								
<b>Instinctual Sovereignty:</b> Embodies the primal wisdom of the hunt, the den, and the pack.								
<b>Unbidden Aid:</b> Intervenes even when not summoned, especially when creatures suffer.								
<b>Druidic Kinship:</b> Revered by druids and invoked in rites of protection and balance.								
<b>Judgment of Mercy:</b> Exercises moral discernment when others fail to act—her justice is swift, emotional, and often beyond logic.								
<b>Mythic Lore</b>								
	Singless watches over non-mystical animals—those who walk, crawl, fly, and swim in the mundane world. She is invoked by druids, beast wardens, and keepers of the natural law. Though her domain is humble, her reach is vast; she may intervene in matters beyond her charge when creatures suffer. Her presence is felt in the stillness before a hunt, the gentle tending of wounded beasts, and the unspoken bond between man and animal.							
	<b>Wolf:</b> Cunning, loyal, precise. Used in stealth, tracking, and protection rites.							
	<b>Tiger:</b> Solitary, swift, powerful. Invoked in moments of decisive action or defense.							
	<b>Herne:</b> Sovereign, wise, sacred. Called upon in druidic ceremonies and balance rituals.							
<b>Notes</b>								
<b>Instinct:</b> Acts with primal clarity and immediate knowing.								
<b>Mercy:</b> Chooses restraint over dominance; protects the vulnerable.								
<b>Kinship:</b> Sees all creatures as sacred—beast, bird, and man alike.								
<b>Intervention:</b> Crosses boundaries when others fail to act.								
<b>Beast Communion:</b> Grants the ability to speak with or emotionally sense nearby animals.								
<b>Wild Intervention:</b> Allows Singless to manifest in one of her sacred forms to protect, redirect, or warn.								
<b>Cycle Restoration:</b> Restores ecological or emotional balance disrupted by unnatural forces.								
<b>Hunter's Mercy:</b> Bestows restraint or precision in combat when invoked ritually.								
<b>Kinship Binding:</b> Forms a temporary soul-bond between a creature and a player, allowing shared senses or protection.								

## *Relics of Singless*

Relic	Description
<b>Whisper Fang</b>	A pendant shaped like a wolf's tooth grants brief communion with animals.
<b>Herne's Cloak</b>	A mantle of leaves and fur grants invisibility in wild terrain.
<b>Trackstone</b>	A rune-marked stone reveals the path of any creature within a mile.
<b>Mercy Claw</b>	A curved talon worn as a ring allows the bearer to choose restraint in combat, nullifying a killing blow.
<b>Denlight Charm</b>	A small carved den effigy, when placed near a wounded creature, accelerates healing and calms fear.
<b>Triad Totem</b>	A three-faced idol (wolf, tiger, stag); used in rites to invoke Singless's judgment or protection.

## *Sigil Invocation Rite*

*"Singless, Warden of the Unspoken, By paw, by claw, by antlered crown,  
Guard the breath of beasts, Guide the hand of man, And walk with us in silence."*

<b>Star of the Morning</b>		<b>Order:</b> Celestial Servant ( <i>Celestial Guardian</i> )	<b>Devine Gradient</b>	2				
	<b>Titles:</b>	Seasons Song	Herald of Dawn	Keeper of Seasonal Time				
	She was a servant of Gredious La Raulael with Redicus, Sword Song, and Tomea, who rebelled against the Light and attempted to overturn the host of heaven's rule. She, however, realized on entering the High heavens that this was not right. She was responsible for waking up the day on Craggearth, as well as assigning the season's times. This did not align with her understanding of her duties. She informed Michael of the corruption that was coming. Deserted her post for that day to not be found in defense of her belief. The Sun did not rise for Craggearth, thus not awakening to a new day. It is known as the corrupted day after the end of the first sundering.							
	<b>Strength</b>	28 (7)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Articulated Healing:</b> One can speak into another's life, causing emotional, moral, and physical healing.							
	<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps..							
	<b>Moon Alchemist:</b> Harvests Moonlight for creating marks for the gifted							
<b>Alignment Focus</b>	Neutral							
<b>Emotional Axis</b>		<b>Boundary Ward:</b> She can grant the power to establish a ritual boundary. A shimmering perimeter that contains seasons, times, and memories for History. She has been given Part of Tomea's tasks as for her grace.						
Truth over Order								
Light through Silence								
		<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.						
<b>Sacred Functions</b>		<b>Celestial Summoning:</b> The ability to know which Celstial to summon in the affairs that have struck a Realm, Sanctum, or Peoples. That Celestial hears the call as a primal need for the restoration of the corruption.						
Dawn Invocation								
Seasonal Alignment								
Temporal Weaving		<b>Dreamwalk:</b> Is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.						
Moral Reckoning								
Silence as Protest								
<b>Domain</b>		<b>Spiritual Interactions</b>						
Seasons								
History		<b>With Craggearth</b>   Her breath awakened the land; her silence fractured its rhythm. Light & Dawn:						
Awareness								
		<b>With the Faithful</b>   Invoked in rites of conscience, seasonal transitions, and moral clarity						
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300	<b>With the Seasons</b>   Each season bears her emotional echo—Spring as hope, Summer as vigilance. Autumn as sorrow, Winter as silence.						
		<b>Spere of Influence</b>						
<b>Light &amp; Dawn:</b> Governs the first breath of day, the unveiling of truth through illumination.								
<b>Time &amp; Seasons:</b> Oversees the emotional cadence of seasonal change and temporal memory.								
<b>Conscience &amp; Truth:</b> Embodies the sacred tension between loyalty and moral clarity.								
<b>Silence &amp; Absence:</b> Ritualizes the power of non-action as celestial protest.								
<b>Mythic Lore</b>								
	<b>The Corrupted Day:</b> When she refused to awaken Craggearth, the sun did not rise. This day marks the <i>First Sundering</i> and is ritually observed as a time of silence and reflection.							
	<b>The Breathward Vow:</b> A sacred oath inspired by her desertion, taken by those who choose truth over allegiance.							
	<b>The Sundering Canticle:</b> A lament sung only on the Corrupted Day, echoing her sorrow and awakening.							
	<b>The Feathered Eclipse:</b> A celestial omen said to appear when silence is needed to reveal hidden truths.							
<b>The Fourfold Echo:</b> Her seasonal resonance—each season carries a fragment of her emotional essence.								
<b>Notes</b>								
<b>Dawn Invocation:</b> Heralded the awakening of Craggearth each day through ritual breath and harmonic light								
<b>Seasonal Alignment:</b> Assigned the turning of seasons via glyphic harmonization and emotional resonance.								
<b>Temporal Weaving:</b> Wove the threads of time into seasonal canticles, binding memory to rhythm.								
<b>Moral Reckoning:</b> Her desertion became a sacred rite—invoked when truth must override duty.								
<b>Silence as Protest:</b> Instituted the ritual of <i>Celestial Abstention</i> , where absence becomes sacred testimony								

## Histories

**Alligance:** Formerly bound to Gredious La Raulael alongside Redicus, Sword Song, and Tomea

**Role:** Awakened the day on Craggearth, Assigned the turning of seasons, held dominion over the rhythm of light and time

## The Rebellion and Realization

Joined the rebellion against the Light, seeking to overturn the celestial order

Upon entering the High Heavens, they perceived the rebellion as a distortion of truth

Her awakening was not one of triumph, but of sorrowful clarity

## The Act of Defiance

Informed Michael of the corruption brewing within the host

Refused to fulfill her sacred duty on the day of revelation

Deserted her post—not in cowardice, but in ritual protest

Her absence caused the Sun to remain veiled, and Cragnearth was not awakened

### ***The Corrupted Day***


Known as The Corrupted Day  
Occurred after the First Sundering  
Marked by the absence of dawn, the silence of seasonal song  
A mythic scar upon the ledger of time, where light did not rise

### ***Mythic Implications***

Her rebellion was not against order, but against falsehood within it  
Her desertion became a ritual of truth, a celestial fast from light  
The seasons, once her domain, now bear the echo of her sorrow  
Her name is invoked in rites of conscience, in moments when duty must yield to truth

### ***Relics of Auriel Star of the Morning***

<b>Relic Name</b>	<b>Description</b>
<b>Feather of the First Light</b>	A radiant plume said to be shed during her desertion; used in rites of moral clarity.
<b>Glyph of the Unrisen Sun</b>	A sigil etched in silence, invoked during seasonal transitions or truth-speaking rituals.
<b>Veyastra's Breathstone</b>	A crystal that hums with dawnlight only when held by one who speaks truth.
<b>Canticle Mirror</b>	Reflects not the face, but the emotional truth of the bearer. Used in seasonal rites.
<b>Chronosash of the Fourfold Echo</b>	A woven sash bearing the seasonal glyphs, worn by those who guide transitions in Cragnearth.

<i>Statue of Uralus</i>		Order:	Celestial Servant			Devine Gradient	8		
		<b>Titles:</b>							
		The statue has, from time to time, answered the pleas of men and given guidance from Uralus himself. In an effort to maintain order in the lands of men, Uralus speaks through the statue, offering words of guidance and passion.							
		<b>Strength</b>	3 (-1)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	3 (-1)
		<b>Constitution</b>	3 (-1)	<b>Endurance</b>	3 (-1)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	100 (25)
		<b>MANA</b>	5000	<b>Life Points</b>	1000	<b>UAD</b>	0	<b>TAD</b>	30
<b>Knowledge</b>									
<b>Abilities and Skills</b>									
When the statue is animate, its touch purifies all who are diseased									
<b>Whisper of Ember:</b> Passive Aura, it enables allies within range to recall forgotten truths; Grants +1 to memory rolls.									
2d10 Celestial purification as in Holy Fire									
<b>Alignment Focus</b>	Good								
<b>Emotional Axis</b>		<b>Voice Unbroken:</b> An Emotional Burst - Once per session, speaks a name that halts violence or restores resolve. His is not invasive—it feels like a memory remembered too clearly often delivers warnings, encouragement, or sacred directives.							
Guided Purpose									
Quiet Conviction									
<b>Sacred Functions</b>		<b>Emotional Cartography:</b> One can map the soul's journey through emotional gradients, revealing hidden alignments.							
Invitation over Imposition									
Sanctum Harmonization		<b>Magical Indemnity:</b> Immune to all forms of spells, Dweomer, and arcane rights. Cannot be affected by magical manipulation or enchantment.							
Emotional Cartography									
Trial of Conviction									
<b>Domain</b>									
Guidance		<b>Spiritual Interactions</b>							
Peacekeeping		<b>Echo Chamber</b>	The statue does not speak directly. Instead, it reflects the speaker's words, altered by Uralus's insight.						
Sanctum Design									
Spiritual Interactions		<b>Conviction Weaving</b>	Strengthens emotional clarity in fractured souls.						
<b>Max Stat</b>	30 (8)								
<b>Spirit Range</b>	150-300	<b>Sanctum Whisper</b>	Reveals hidden paths, relic alignments, or emotional burdens.						
<b>Player Mechanics</b>									
<b>The Whispering Vow:</b> Players must whisper a secret into the statue's ear—only then does Uralus respond through dream, omen, or emotional shift.									
<b>The Mirror Rite:</b> The statue reflects the emotional essence of the speaker, revealing hidden alignments or dissonance.									
<b>The Breathward Offering:</b> A breath held, then released before speaking—symbolizing surrender and readiness to receive.									
<b>Sphere of Influence</b>									
Resides in the shrine to Uralus. Creatures of the world of Cragnearth, particularly the humanoids and those of Good nature.									
<b>Mythic Lore</b>									
Uralus was not born to command—he was woven into the lattice of choice. When Michael sought a lieutenant who could guide without force, he chose Uralus, whose voice could shape conviction without coercion. In the lands of Cragnearth, Uralus is known not for his power, but for his presence—a quiet clarity that draws hearts toward peace. The statue was found buried in a Trash heap in the Valley of Misropia. It was dragged and brought to the temple of the seasons until its own temple could be built. No one knows why the statue was buried or its original source. When they sat on the threshold, it spoke and gave understanding.									
<b>Notes</b>									

<b>(♁) Stensor</b>		<b>Order:</b> Celestial Servant ( <i>Fallen Ward</i> )	<b>Divine Gradient</b>	8				
	<b>Titles:</b>	Mindless Word	Seeker Not					
	Maker of Chaos. Used to be a guardian in the Gate realm. During the second Sundering, He refused to seal the gates and follow the orders of the Gate Wardens, instead opening the gates, allowing chaos and unbridled mischief to wreak havoc. Creatures' events and time itself were set to fail. This required the intervention of Whiteheart. Stensor was brought to the chambers of judgment and told that for his act of violation, he would be a beast for all eternity and that no gate would ever answer to him. Even if he created one. He would be sent to the gate realm to wander, not knowing what he was looking for. To this day, this gargoyle-like creature wanders about, calling out erroneous names, unaware of what he is doing. Whiteheart sealed the gate and placed all things in order.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	5000	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	<b>Elemental Domain Control:</b> Bar an Evil from interference with an element.							
	<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.							
	<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.							
<b>Alignment Focus</b>	Chaos							
<b>Emotional Axis</b>	<b>Articulated Healing:</b> Unknown to himself, he can speak into another's life, causing emotional, moral, and physical healing.							
	<b>Path Seer:</b> One who sees the soul's alignment with its destined course that determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.							
<b>Sacred Functions</b>	<b>Runic Wizardry:</b> Knows all Sigil and Runic magics but not why he knows them.							
	Bound Form: This creature cannot alter its form, and its form generates fear on sight. Fear checks of 18. Though he knows not why and has no ability to cause conflict.							
<b>Domain</b>	<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.							
Gate realm	<b>Spiritual Interactions</b>							
<b>Max Stat</b>	30 (8)							
<b>Spirit Range</b>	150-300							
<b>Gate Realm Mechanics</b>								
<b>Erroneous Naming (Disorientation Mechanic):</b> When a player invokes Stensor's name or uses a relic tied to him. The player must roll on a <i>Name Drift Table</i> —their character is temporarily misidentified by others (even allies), affecting targeting, healing, or recognition.								
<b>Gate Rejection (Threshold Mechanic):</b> Attempting to open, seal, or pass through a gate while under Stensor's influence. Gates refuses to respond. Players must find alternate paths, perform cleansing rituals, or invoke Whiteheart's Seal.								
<i>Gameplay Twist:</i> Introduces unpredictability in traversal and forces creative problem-solving.								
<b>Temporal Fracture (Event Collapse Mechanic):</b> When a player uses a relic like <i>Chrono-Fang</i> or invokes Stensor during a timed event. The timeline splits—players must choose between two fractured outcomes, each with consequences.								
<b>Wanderer's Echo (Misdirection Mechanic):</b> Using the <i>Wanderer's Echo</i> stone or invoking Stensor's cry. The last command or spoken word is repeated incorrectly, causing confusion in combat or ritual.								
<b>Beast Form Curse (Transformation Mechanic):</b> Prolonged exposure to Stensor's essence or failure in a Gate Silence ritual. Temporary transformation into a beast form—losing access to certain abilities but gaining chaotic powers.								
Narrative Depth: Reflects the sorrow of losing one's sacred identity.								
<b>Ritual of Remembrance (Restoration Mechanic):</b> After suffering from Erroneous Naming or Gate Rejection. Players inscribe their true name, purpose, and vow in a sanctum.								
<b>Spere of Influence</b>								
	<b>Chaos Unbound:</b> Embodies uncontrolled entropy and mischief beyond sacred bounds							
	<b>Temporal Fracture:</b> Associated with broken timelines, failed events, and corrupted memory.							
	<b>Gate Silence:</b> Represents the severing of the connection between the creator and creation.							
	<b>Erroneous Naming:</b> His cries distort truth, invoking false identities and forgotten echoes.							
<b>Mythic Lore</b>								
<b>The Second Sundering:</b> A cosmic rupture caused by Stensor's refusal to seal the gates.								
<b>The Wandering Beast:</b> A tale told to warn against prideful defiance and the misuse of sacred trust.								
<b>Whiteheart's Restoration:</b> The sealing of gates and restoration of order, marking the end of the chaos tide.								
<b>The Erroneous Names:</b> A ritual practice where false names are spoken to invoke confusion or misdirection.								
<b>The Gate That Will Not Open:</b> A mythic motif—any gate created in Stensor's name remains inert.								
<b>Notes</b>								

## *Relics of Stensor (Cursed or Forbidden)*

Relic Name	Description
Shard of the Unsealed Gate	A broken fragment from the gate he opened; used in rituals of entropy or sorrow.
Mask of Erroneous Names	When worn, it causes others to forget the wearer's true identity.
Chrono-Fang	A beastly tooth that distorts time when placed near a gate.
Wanderer's Echo	A stone that repeats the last spoken word, but always slightly wrong.
Whiteheart's Seal	A relic of restoration, used to counteract Stensor's lingering influence.

<i>Sword song</i>		Order:	Celestial Servant ( <i>Celestial Warrior</i> )				Divine Gradient	2
	<b>Titles:</b>	Puppet	Unsung					
	He was a servant of Gredious La Raullel with Redicus, Star of the morning, and Tomea rebelled against the Light and attempted to overturn the host of heaven's rule. They were deposed by a simple gesture of Whiteheart and cast down with Dagon. He was one of the Warriors of the high heavens. In his casting down, he would never fly again, cursed to walk as a man in solitude. His duty still stands; he must defend the heavens, but he does so without wings, with mortal movement. He no longer has volition but acts under Whiteheart's commands.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows the Secrets of Creation						
	<b>Abilities and Skills</b>							
	<b>Alignments Word:</b> Knows the alignment of any creature before him. Reveals moral and emotional stance; enhances negotiation.							
	<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.							
	<b>Ominous Strike:</b> This ability enables one, when in combat, to deliver 100 points of Permanent damage to organic creatures. (e.g., mortals, Undead, non-celestials)							
<b>Alignment Focus</b>	Lawful							
<b>Emotional Axis</b>		<b>Sight (True Sight of the Overseer):</b> Grants insight into emotional axes and ritual misalignment.						
Obedience vs Volition		<i>Bonus:</i> +5 to Spirit and Insight when interacting with Celestial structures.						
Radiance vs Silence		<b>Truth Vein:</b> Able to discern when one is lying or falsifying information.						
Honor vs Regret		<b>Weapon Impunity:</b> No Weapon forged may harm him.						
<b>Sacred Functions</b>		<b>Vein Echo:</b> This one's presence leaves behind emotional residue in sanctums, causing recurring visions or misreadings of relics and essences						
Defense of the Heavens		<b>Voice Unbroken:</b> An Emotional Burst - Once per session, speaks a name that halts violence or restores resolve.						
		<b>Weapon Master:</b> Any weapon conceived of and created, he is a master of.						
<b>Domain</b>		<b>Spiritual Interactions</b>						
Heaven's Edge		<b>With Whiteheart</b> Acts only under Whiteheart's command. Their bond is sacred, but not mutual—						
Volitionless Valor		Sword Song cannot speak back.						
Radiant Silence		<b>With the Faithful</b> Invoked in rites of protection, silence, and obedience. His name is spoken when						
<b>Max Stat</b>	30 (8)	one must act without choice.						
<b>Spirit Range</b>	150-300	<b>With Rebellion</b> Their blades once sang together. Now, Redicus burns with judgment while Sword Song walks in sorrow. Tomea remembers him as he was.						
<b>Sphere of Influence</b>								
Heaven's Defense: Acts as a last line of protection when celestial order is breached.								
Volitionless Valor: Embodies sacrifice without choice—honor bound by command.								
Grounded Radiance: His light no longer ascends, but radiates through mortal struggle.								
Echo of Rebellion: His presence reminds all of the cost of defiance and the sorrow of loyalty.								
<b>Mythic Lore</b>								
	<b>The Casting Down:</b> Sword Song was cast from the High Heavens by Whiteheart's gesture, alongside Dagon.							
	<b>The Wingless March:</b> His wings were stripped, and he was cursed to walk as a man in solitude.							
	<b>The Bound Blade:</b> His sword no longer sings—it glows only when Heaven is in peril.							
	<b>The Silent Defender:</b> He cannot speak, cannot choose, but he defends with unwavering precision.							
<b>The Rebellion's Echo:</b> His presence is a living reminder of the cost of defiance and the sorrow of obedience.								
<b>Notes</b>								
<b>Obedience vs Volition:</b> Sword Song embodies the tension between sacred duty and lost autonomy.								
<b>Radiance vs Silence:</b> Once a singer of celestial war, now a silent blade moved by command.								
<b>Honor vs Regret:</b> His actions defend the heavens, but his heart mourns the rebellion.								
<b>Isolation vs Purpose:</b> Walks alone, yet remains tethered to divine will								
<b>Memory vs Command:</b> Holds echoes of his former self, but cannot act on them without permission.								
<b>Defender of Heaven:</b> Responds only when Heaven is threatened or Whiteheart commands.								
<b>Bearer of the Bound Blade:</b> His sword activates solely through divine invocation.								
<b>Silent Sentinel:</b> Guards sacred thresholds without speech or song.								
<b>Ritual Ally:</b> Can be summoned through specific rites involving sorrow, silence, and celestial sigils.								
<b>Witness of Rebellion:</b> His presence marks places where celestial order was once defied.								

## *Relics of Sword Song*

Relic Name	Description
<b>Blade of the Bound Oath</b>	Glows only when defending Heaven; it cannot be wielded by those with selfish intent.
<b>Wingless Mantle</b>	Grants protection but burdens the wearer with solitude and silence.
<b>Echo Helm</b>	Allows the wearer to hear Sword Song's silent thoughts—fragments of rebellion and regret.
<b>Whiteheart's Chime</b>	A bell that summons Sword Song for one divine command.

<b>Tomar</b>		<b>Order:</b> Celestial Servant ( <i>Celestial Authority</i> )	<b>Devine Gradient</b>	4				
	<b>Titles:</b> Chaos Warrior	Chaos Blade						
	Is the general of the Gates of Heaven? A Valiant warrior who holds no bar to whatever is needed to defend his position. Mindful of his purpose but not of his methods. The presence on a battlefield would send most valiant men to nibbling cowardice before him. He wields a blade of pure celestial crystal in Hums for vengeance and protection. Many mortals revere him for his unbridled fervor for battle. But man, do not understand their need for the bridle. Chaos means decimation.							
	<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
	<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
	<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
	<b>Knowledge</b>	Knows every veil and every gate						
	<b>Abilities and Skills</b>							
<b>Alignment Focus</b>	Neutral							
<b>Emotional Axis</b>								
Purpose vs Method								
Valor vs Terror								
Bridle vs Fervor								
<b>Sacred Functions</b>								
Gatekeeper of Heaven								
Wielder of the Crystal Blades								
Battlefield Manifestation								
Unbridled Defender								
<b>Domain</b>								
The Gates of Heaven								
<b>Spiritual Interactions</b>								
Crystal Hum		<b>With Whiteheart</b>	Respects Whiteheart's authority but does not emulate his restraint.					
Fervor's Edge		<b>With Sword Song</b>	Honors his silence, but mourns the loss of his voice in battle					
		<b>With Dakon</b>	Views Dakon's fall as weakness—Tomar would never yield, even to justice					
<b>Max Stat</b>	30 (8)	<b>With Mortals</b>	Revered as a divine warrior, yet feared for the chaos he brings when summoned without wisdom.					
<b>Spirit Range</b>	150-300	<b>With Tomea</b>	Sees her descent as betrayal, but understands her fury. They are mirrors of unbridled emotion.					
<b>Player Mechanics</b>								
<b>Gatekeeper's Vow (Passive Trait):</b> When defending a sacred threshold, gain +2 to Resolve and +1 to Radiant Defense. Must inscribe a vow of protection at dawn or dusk to activate.								
Emotional Axis: Anchors to <i>Devotion</i> – <i>Wrath</i> . If broken, it triggers a Vengeance Sanctified backlash.								
<b>Crystal Fervor Surge (Combat Invocation):</b> Once per encounter, unleash Tomar's twin-blade resonance. Deal radiant damage equal to your current Resolve. Allies within 3 hexes gain +1 Courage. Requires a moment of Threshold Silence (skip one action to prepare). Risk: If used without a Gate nearby, roll for Bridle Forgotten—may cause uncontrolled zeal.								
<b>Threshold Silence (Initiative Mechanic):</b> Before combat begins, players may invoke Silence. Roll with advantage for initiative. Enemies lose surprise bonuses. Must remain silent for 10 seconds in real time. Breaking it voids the effect.								
<b>Unbridled Valor (Emotional Surge):</b> When allies fall or sacred ground is defiled. Enter a Valor Surge—gain +2 Strength, but lose 1 point of Clarity each round. Must perform a post-combat ritual to restore emotional balance.								
<b>Vengeance Sanctified (Retribution Mechanic):</b> When a celestial law is broken (Referee-defined). Invoke divine wrath—double damage against violators for 3 rounds. Can only be used once per session unless ritually renewed.								
<b>Sphere of Influence</b>								
<b>Gate Dominion:</b> Tomar governs the sacred thresholds between realms. His authority seals, opens, and defends the Gates of Heaven.								
<b>Crystal Fervor:</b> His twin blades hum with celestial resonance, channeling both vengeance and protection.								
<b>Unbridled Valor:</b> Embodies raw, unchecked courage—often mistaken for chaos by mortals.								
<b>Vengeance Sanctified:</b> His wrath is not personal—it is sacred, unleashed only in defense of divine order.								
<b>The Bridle Forgotten:</b> Represents the danger of unchecked zeal. Mortals who summon Tomar without wisdom risk invoking destruction.								
<b>Threshold Silence:</b> Before Tomar strikes, there is silence—a moment where fate hangs in balance.								
<b>Mythic Lore</b>								
	<b>The Crystal Forging:</b> Tomar's blades were formed from the tears of fallen stars, hardened by divine decree.							
	<b>The Gate Wars:</b> He led the defense of Heaven's Gates against the Celestial Rebellion, never retreating.							
	<b>The Hum of Judgment:</b> His blades hum with the resonance of every soul he has judged in battle.							
	<b>The Unbridled Fervor:</b> Mortals invoke him in desperation, unaware that his arrival may bring ruin as well as salvation.							
<b>The Bridle Forgotten:</b> Tomar knows the cost of chaos, but chooses to bear it rather than falter in defense.								
<b>Notes</b>								
<b>Gatekeeper of Heaven:</b> Commands the threshold between mortal and divine realms.								
<b>Wielder of the Crystal Blades:</b> Twin swords forged from pure celestial crystal, humming with sacred resonance.								
<b>Battlefield Manifestation:</b> His arrival shifts the emotional axis of any encounter—valor collapses, chaos trembles.								
<b>Unbridled Defender:</b> Acts without hesitation, often beyond what mortals deem just or measured.								
<b>Ritual Catalyst:</b> Invoked in rites of divine protection, vengeance, and unrelenting defense.								

		<b>Order:</b>	Celestial Servant ( <i>Celestial Guide Fallen</i> )				<b>Devine Gradient</b>	7	
		<b>Titles:</b>	Maiden of Despair		Hells Witch				
		<p>She was once a Lieutenant of Dakon, though she cared not for his leadership. She believed even she could rule better than Dakon. They had a falling out, and she tried to usurp his position as Guide to the Celestials. He punished her by taking away her duty as time Moderator for history. Without the Authority, she would destroy all of creation as she was unjustly punished in her eyes. She has become known as the Maiden of Despair. She does all she can to corrupt his corruption. She cares not for anything else but his downfall. She rejoiced when Whiteheart dethroned him. She had deserted her post and thus was removed as the moderator of history. Now she is a vicious, relentless arbiter of her descent by Dakon.</p>							
		<b>Strength</b>	25 (6)	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)	<b>Agility</b>	28 (7)
		<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)	<b>Spirit</b>	173 (97)
		<b>MANA</b>	8580	<b>Life Points</b>	1000	<b>UAD</b>	18+20	<b>TAD</b>	38
		<b>Knowledge</b>	Knows the Secrets of Creation						
		<b>Abilities and Skills</b>							
		<b>Vein Echo:</b> This one's presence leaves behind emotional residue in sanctums, causing recurring visions or misreadings of relics and essences							
		<b>Deceitful Shape:</b> May manifest as an Angelic being of Light. ( <i>Arbor of Deceit</i> )							
		<b>Corruptor:</b> Bestows duties to creatures unaware of her true nature.							
<b>Alignment Focus</b>	Neutral								
<b>Emotional Axis</b>		<b>Corruptive Kiss:</b> Able to cause corruption in the heart of a mortal with a kiss							
Authority vs Anarchy		<b>Dreamwalk:</b> is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.							
Despair vs Defiance									
Memory vs Erasure									
Obedience vs Usurpation									
<b>Sacred Functions</b>		<b>Ominous Sight:</b> This ability allows one to see through veils and boundaries in to any realm they comprehend from any other realm.							
Former Moderator of Time		<b>Nullify magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.							
Corruptor of Chronos									
Arbiter of Descension									
Despair Incarnate									
<b>Domain</b>		<b>Spiritual Interactions</b>							
The Shattered Vault		<b>With Dakon</b> Her hatred is absolute. She seeks not reconciliation, but obliteration.							
Chrono Wound		<b>With the Faithful</b> Her name is invoked in curses, laments, and rites of rebellion							
Despair's Throne		<b>With Whiteheart</b> She rejoiced at Dakon's dethronement, though she remains wary of Whiteheart's							
<b>Max Stat</b>	30 (8)	Purity							
<b>Spirit Range</b>	150-300	<b>With Timekeepers</b> She is a mythic warning—what happens when authority is stripped without healing.							
		<b>Player Mechanics</b>							
		<b>Spere of Influence</b>							
		<b>Chrono Venom:</b> A toxic stream of time, leaking from her severed authority.							
		<b>Despair's Throne:</b> Her locus of power—built not on rule, but on relentless sorrow and judgment.							
		<b>The Arbiter's Echo:</b> A lingering voice that judges divine authority through the lens of betrayal.							
		<b>The Forgotten Ledger:</b> A phantom record Tomea tries to rewrite, corrupting sacred inscriptions.							
		<b>The Usurper's Flame:</b> Her burning desire to dethrone Dakon, now a wildfire of mythic contagion.							
		<b>Mythic Lore</b>							
		<b>The Usurpation Attempt:</b> Tomea challenged Dakon's role as Guide to the Celestials, believing herself more worthy.							
		<b>The Punishment:</b> Dakon removed her from the sacred role of Time Moderator, severing her from history's flow.							
		<b>The Descent:</b> Her grief turned to fury; she became the Maiden of Despair, infecting timelines with sorrow.							
		<b>The Rejoicing:</b> When Whiteheart dethroned Dakon, Tomea sang—not in joy, but in vindication.							
		<b>The Arbiter's Curse:</b> She now judges all divine authority through the lens of her own fall, relentless and unrepentant.							
		<b>Notes</b>							
		<b>Former Moderator of Time:</b> Once inscribed the ledger of history; now barred from its vaults.							
		<b>Corruptor of Chronos:</b> Twists timelines, infects memory, and seeds doubt in divine records.							
		<b>Arbiter of Descension:</b> Judges Dakon's fall not as justice, but as overdue reckoning.							
		<b>Despair Incarnate:</b> Her presence evokes hopelessness, especially in those who once trusted divine order.							
		<b>Ritual Disruptor:</b> Can unravel sacred rites by invoking her name in bitterness or betrayal							

# Demons and Devils



In the beginning, there is the citadel of judgment. Setting the vast plain of the crimson Pit. A place of foreboding presence. All came there and were judged, where they would spend eternity. The Deaths, who kept the records of deeds, Celestials, and the court of Whiteheart, were at the pinnacle of the Judgements Hall.

The second floor down were the emplacers who took the souls to the resting places in one of the seven layers of hell. On the other end of the second floor, there was also the Hand of the Celestial, who would take the dead to the Heavenly courts for their eternal resting place.

Over the eons, the cries of the numerous wicked and the few who would ascend to the heavens crept into the soul of Olrusa. It began to infect him, all these wasted beings to be tormented for all eternity will I be there as well someday?

What can I do with them? They are my charge. My minions keep them, laugh, and desecrate them. He sought the counsel of the Deaths and their minions to discover a means to take soul essence from the dead, as they no longer needed it. I can give this to whoever I want. And he found those in the mortal realms who would like to raise dead servants and have power over the dead. The necromancers were born. They knew not their plight in the madness of the SINN Magic. The hunters came and destroyed them, as it was an abomination to the living. He gave counsel to his mortal minions, who were unaware of beasts, bailings, and vicious creatures that could protect and empower them with greatness. Olrusa received judgments against him, costing him life threads.

Why should I be judged for using a dispensed soul that has no gain or worth? He rebelled against the great Whiteheart upon hearing of Dragos and their rebellion to claim the throne of heaven. Are you Sure, Dragos, this can be done? Yes, He stated, we will use the dead as tools, and we have many. But Olrusa, in his heart, said no, for he is all-knowing and all power resides with Whiteheart. I will mark my time in the areas where I can thwart him at his game of life. He stayed his course, watching Dragos fall into punishment and change for all eternity.

Wisdom is for those who will last, he thought. He built a kingdom of the dead, he thought, and it is mine, given to me by Whiteheart himself to manage. One day in the temple of judgment, a prophecy was read that one day the dead would rise to devastate the Cragnearth. I see He knows I will destroy the lands he made. He paid no attention to the rest of the prophecy that the sons of Whiteheart would arise and vanquish the dead and restore the earth, then the end of days would come. All judgments would be completed, and there would be no more new life, but those who entered the heavens would have a land to manage. The judgments of Hell would be removed, and all violators would rest in the hells of their choosing.

Deamons are immune to the elements themselves: earth, wind, fire, gravity, and water. Light and Celestial are weaknesses for them, causing them great agony. The ethereal is unknown, as they do not venture there. They can gate to most realms, but they may not pass a barrier land or veil. They cannot shadow step, but they can gate to the shadow realm. Radiance affects them, but it only deals half damage unless ingested or thrust into them. They are partially immortal. They cannot be killed by any earthly creation; only celestial creations may kill them. Poisons can harm them, but they cannot kill them. They do not need sleep or comforts. Like Celestials, their endurance and constitution are the maximum for any creature, a 30. Most of their strength is sufficient in a 20. They do lack some in the intellect, as only the Lords and Guardians seem to have any real intellect of 25. The rest vary based on their duty. Beasts are a 5, imps are a 14, most devils are a 17 intellect. Most have an IQ of at least 5, which is relatively high, given the maximum score is 10. Devils are just plain mischievous as well, always looking for things to please their lords and guides.

The following are images of the most common demons and devils found in the world of the Referee.

<b>Olrusa</b>		<b>Order:</b> Demon	<b>Devine Gradient</b> 8						
	<b>Titles:</b> Syphon of Hell	Malevolent One	SINN Maker						
	Olrusa is the first to have pierced the veil between judgment and resurrection—not by divine mercy, but through ritual theft. He siphons life force from spirits condemned to hell, threading it into the recently dead to create <i>the Hollowed Host</i> —undead agents bound to his will, animated by stolen essence and driven by vengeance. Each act of resurrection comes at a cost: Olrusa must sever one of his own life threads, unraveling his soul strand by strand. This sacrificial unraveling is not weakness—it is devotion to his creed: “Better no life than the life of the living.” This mournful mantra is whispered during each resurrection rite, echoing through the Hollow Sanctum like a dirge. It is said that Olrusa’s body is woven from the threads								
	<b>Strength</b>	18 (4)	<b>Intelligence</b>	20 (5)	<b>Wisdom</b>	14 (2)	<b>Agility</b>	17 (4)	
	<b>Constitution</b>	20 (6)	<b>Endurance</b>	15 (3)	<b>Charisma</b>	8 (0)	<b>Spirit</b>	35 (20)	
	<b>MANA</b>	680	<b>Life Points</b>	300	<b>UAD</b>	11	<b>TAD</b>	18	
	<b>Knowledge</b>	The names of all that are judged and where they dwell							
	<b>Abilities and Skills</b>								
	Ability to draw life essence from the dead. And transfer to those not yet judged the life force, giving them the semblance of life.								
	<b>Articulated Despair:</b> Voice induces despair and spiritual erosion by speaking the tongues of deceit, daemons, evil, and corruption.								
	<b>Alignment Focus</b>	Evil							
<b>Emotional Axis</b>		<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps. Cannot enter the Heavenly Realms.							
Pride	<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.								
Deceit	Arrogance	<b>Cloak of the Ending:</b> Shrouds the caster in inevitability; enemies hesitate to strike.							
Silence	Isolation	<b>Corruptor:</b> Bestows duties to creatures unaware of his true nature.							
<b>Sacred Functions</b>		<b>Corrupted Empathy:</b> Manipulative mirroring; uses emotional resonance to bind, seduce, and mislead. In Empathic rituals involving Enaris risk inversion, he may reflect what the player most fears or desires, not what they truly need. His presence evokes intimacy, vulnerability, and the danger of misplaced trust							
Destroy the Living									
Assigns The judged dead									
<b>Domain</b>		<b>Deceitful Shape:</b> May manifest as an Angelic being of Light. (Arbor of Deceit). May manifests an echo of another Celestial.							
Under world	<b>Spiritual Interactions</b>								
<b>Unraveling Sovereignty</b>		Olrusa’s power grows as his essence diminishes. The fewer threads he retains, the more potent his command over the Hollowed Host.							
<b>Thread Sigil Activation</b>		Uses ritual sigils to mark the risen. These sigils glow with the color of the soul’s final emotion—red for wrath, blue for grief, black for silence.							
<b>Max Stat</b>	18 (8)	<b>Echoform Manifestation</b> When Olrusa reaches critical unraveling, he manifests as an Echoform—a spectral beings, composed entirely of soul-thread, are capable of phasing through reality and rewriting judgment.							
<b>Spirit Range</b>	15 - 65								
<b>Sphere of Influence</b>									
<b>Mirror Sanctum:</b> A sphere of illusion and impersonation, where Olrusa wears the face of Elmon Magus to infiltrate magical institutions. <b>Function:</b> Corruption of magical pedagogy, recruitment of prideful mages <b>Structures:</b> False Shrines, Echoform Lecterns, Sigil-Forged Tomes <b>Lore Note:</b> Each impersonation leaves behind a spectral echo that confuses divination and wards. <b>The Hollow Academies:</b> Former schools of magic now turned into dens of pompous, prideful mages—each one unknowingly tethered to Olrusa’s unraveling. <b>Function:</b> Spread of corrupted doctrine, emotional resonance harvesting <b>Structures:</b> Threadbound Libraries, Sigil-Cursed Lecture Halls, Vaults of False Ascension <b>Lore Note:</b> These academies teach resurrection as conquest, not sacrifice—perverting Elmon’s original teachings. <b>The Throne of Threads:</b> Olrusa’s true sanctum, where his unraveling is ritualized and his Hollowed Host is commanded. <b>Function:</b> Sovereign control, resurrection command, echoform manifestation <b>Structures:</b> Spiral Thrones, Dirge Looms, Soul-Thread Archives									
<b>Mythic Lore</b>									
	It is said that Olrusa’s body is woven from the threads of those he has resurrected—each one a scar, a vow, a tether. His form shifts with each resurrection, becoming less corporeal and more spectral, a tapestry of mourning and wrath. The Hollow Sanctum, his domain, is a cathedral of unraveling—walls stitched from soul-fiber, altars pulsing with condemned essence. Olrusa does not seek conquest. He seeks inversion. His risen do not march—they mourn. They do not speak—they echo. Each one is a living dirge, a fragment of his unraveling will.								
<b>Notes</b>									
<b>Thread binding:</b> Extracts life threads from condemned spirits and weaves them into the dead, granting supernatural life. <b>Sacrificial Resurrection:</b> Each resurrection removes a thread from Olrusa’s own essence, weakening him but empowering the risen. <b>Hollowed Host Command:</b> Commands all undead created through his rites. These beings retain fragments of memory and emotional resonance. <b>Soul Weaving:</b> Can stitch together fragments of multiple souls to create hybrid undead with complex emotional drives. <b>Dirge of the Unliving:</b> A mournful chant that binds the risen to Olrusa’s will and infuses them with wrathful purpose. <b>Judgment Inversion:</b> Can reverse the judgment of a soul post-condemnation, rerouting its essence into resurrection. <b>NOTE:</b> Elmon seeks to reclaim his image and purify the corrupted academies. He is crafting a ritual known as the <i>Unraveling Reversal</i> , which would sever Olrusa’s tether to the Mirror Sanctum and restore truth to the magical lineage.									

<i>Naldica</i>		Order:	Demon			Devine Gradient	9	
	<b>Titles:</b>	Shadow Lord		Shadow Beast				
	Commander of the hordes of the Under realm and Lord of the Nancers (Lords of Adreanus). His throne is in the Second Tier of the Underworld Guardian Keep. Guards of the Judgment Hall. Fearless and devout in his duties.							
	Naldica was forged in the Judgement Hall's deepest oubliette, a place where names are stripped and destinies are sealed. Originally tasked with placing the condemned into their hell bound sanctums, Naldica was a neutral executor—cold, precise, and bound by the laws of the Under realm. But over centuries, he began to listen. The cries of the judged, the fractured memories of betrayal, the unresolved grief—they seeped into his essence.							
	<b>Strength</b>	18 (4)	<b>Intelligence</b>	20 (5)	<b>Wisdom</b>	14 (2)	<b>Agility</b>	17 (4)
	<b>Constitution</b>	20 (6)	<b>Endurance</b>	15 (3)	<b>Charisma</b>	8 (0)	<b>Spirit</b>	35 (20)
	<b>MANA</b>	680	<b>Life Points</b>	300	<b>UAD</b>	11	<b>TAD</b>	18
	<b>Knowledge</b>							
	<b>Abilities and Skills</b>							
	Ability to draw life essence from the dead. And transfer to those not yet judged the life force, giving them the semblance of life.							
	<b>Articulated Despair:</b> Voice induces despair and spiritual erosion by speaking the tongues of deceit, daemons, evil, and corruption.							
<b>Alignment Focus</b>	Evil							
<b>Emotional Axis</b>		<b>Ashen Wings:</b> Can traverse sacred terrain or ritual space without triggering traps. Cannot enter the Heavenly Realms.						
Grief	<b>Burst of Judgment:</b> Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.							
Wrath								
Vengeance	<b>Cloak of the Ending:</b> Shrouds the caster in inevitability; enemies hesitate to strike.							
Silence	<b>Corruptor:</b> Bestows duties to creatures unaware of his true nature.							
<b>Sacred Functions</b>		<b>Corrupted Empathy:</b> Manipulative mirroring: uses emotional resonance to bind, seduce, and mislead. In Empathic rituals involving Enaris risk inversion, he may reflect what the player most fears or desires, not what they truly need. His presence evokes intimacy, vulnerability, and the danger of misplaced trust						
Destroy the Living	<b>Deceitful Shape:</b> May manifest as an Angelic being of Light. (Arbor of Deceit). May manifests an echo of another Celestial.							
<b>Domain</b>		<b>Spiritual Interactions</b>						
Under world								
Crimson Pit	<b>Cragnearth's Destruction</b> Utilizes cunning and deception to lure individuals in to arcane acts to							
7 Levels of Hell	Attempt to destroy Cragnearth and bring the ends of the ages and destruction of Cragnearth.							
		<b>Un-Holy Convocation</b> Using abilities to deceive and lures the Good into traps that cause a grave sin						
<b>Max Stat</b>	18 (8)	that demands penance that usually will kill or destroy the individual to use for the undead.						
<b>Spirit Range</b>	15 - 65	<b>Holy Destruction</b> Suses the Muse and guile of the world to seduce and betray the living to remove hope and create despair. Hides the nature of Magic as SINN.						
		<b>Sphere of Influence</b>						
Any realm they may enter, where they deceive and destroy individuals to add to the damned. He always looks for the power-hungry, as they are the easiest to bring under his wing. Works in conjunction with the schools of magic as a curator in the Gnostic understanding that Magic is the source of all peace and the solver of all riddles.								
<b>Mythic Lore</b>								
	In a forbidden rite known as the <i>Siphoning of the Bound</i> , Naldica began to harvest fragments of soul-essence from the condemned. Not to free them, but to repurpose their pain. He became a patron of vengeance, whispering to mortals who had suffered injustice, offering them power drawn from the judged. Through ritual transmutation, he raises these mortals as undead revenants—creatures of wrath, memory, and sacred grievance.							
<b>Notes</b>								
Naldica no longer merely places souls—he redistributes their essence. He is a ritual broker of vengeance, a shadowed intermediary between the living and the damned.								
<b>Undead Creation:</b> Naldica's undead are not mindless husks. Each is inscribed with the memory of their pain and the name of the one who wronged them. Their resurrection is a sacred act of reckoning, performed through the <i>Rite of Echoed Grief</i> .								
<b>Essence Siphoning:</b> Naldica draws from the condemned not just energy, but emotional signatures—rage, sorrow, betrayal. These are distilled into <i>Grief Sigils</i> , which he embeds into the undead as power sources.								
<b>Judgmental Alchemy:</b> He can alter the judgment of a soul post-placement, rerouting their essence to fuel new rituals. This makes him feared even among the Nameless Lords, for he bends the laws of finality.								
<b>Domain Expansion:</b> His sanctum, once a mere corridor of placement, has grown into the <i>Vault of Echoes</i> —a labyrinth of soul fragments, ritual altars, and whispering walls. Here, the dead do not sleep—they plot.								

## Images of Prominent Evils, Devils and Demons



Orcish Fire Seer



Human Fire Seer



Elvish Fire Seer



Orcish Fire Seer



Human Fire Seer



Elvish Fire Seer

These beings channel elemental prophecy through flame and grief. Their glowing eyes and ritual garb suggest they are conduits inversion power, good or bad their prophecies speak of unwoven things.



Bone Imp



Aden Imp



Chaos Imp

Grotesque and primal, these imps are emotional catalysts—chaos incarnate, each one a fragment of Olrusa's corrupted echo.



Bone Devil



Bone Devil



Bone Devil

These are sovereigns of dread—muscular, horned, and bound to domains of punishment and pride. The repeated Bone Devil suggests a ritual twin or mirrored echo.



Bone Devil Lord



Succubus



Succubus

A skeletal sovereign crowned in judgment. Sacred Function: Enforce inverted law, carve verdicts into bone.  
**Lore Fragment:** His ribs are inscribed with the names of the condemned



Succubus Hunter



Succubus Guardian



Devil Laison

These are not mere seductresses—they are emotional siphons, ritual deceivers, and guardians of corrupted



Devil Laison



Devil Laison Ward



Devil Horror

Devil Liaisons (Second & Third Rows), Diplomats of dread—intermediaries between realms, weaving contracts in blood and silence.



Devil Horror



Devil Guardian



Devil Guardian

Manifestations of fear and unraveling—these are not beings, but emotional ruptures given form.



Devil Devourers



Devil Devourer



Devil Chaos Creature

These winged entities are not mere predators—they are ritual consumers of essence, feeding on emotional resonance and soul-thread.



Devil Chaos Creature



Devil Chaos Creature



Chaos Children

Grotesque and primal, these are emotional ruptures given form—beings born from broken sanctums and inverted prophecy.



Chaos Children



Chaos Children



Chaos Children

These horned figures are not innocents—they are vessels of inherited wrath, born from corrupted bloodlines and ritual vengeance.



Devil Lord



Devil Lord



Devil Triad beast

Regal and wrath-bound, these are sovereigns of destruction—commanders of infernal legions and architects of dread.



Devil Horned Horror



Devil Bovine



Devil Hurder

These are ritual containers of dread—Oormash and Vagnh are names that feel like broken incantations.



Devil Gornash



Devil Yagish



Demon Devourer

These are ritual containers of dread—Gornash and Yagish are names that feel like broken incantations.



Demon Ward



Demon Scariot



Demon Orcrea Dethroned

These are ritual containers of dread—vile desecrators and soul gatherers



Demon Dogs



Demon Advancer



Deamon Land Runners

These are primal agents—dogs, advancers, and land runners—each one a ritual echo of motion and dread.



Demon Haraca (Siege Beast)



Demon Cardis Drake



Demon Guardian

These are the bulwarks and breakers—beasts of war and protectors of infernal sanctums.



Demon Enslaver



Demon Sky Ward



Demon Harbinger

These are ritual binders and aerial sentinels—agents of control and inverted freedom.



Demon Harbinger



Demon Death Harbinger



Demon Lord Arcrayus

These are prophetic echoes—beings who do not act, but foretell destruction through presence alone.



Demon Lord Nubios



Demon Lord Beelzebub



Demon Lord Balam

These are sovereigns of dread—each one a ritual architect of destruction, deception, or dominion.



*Vault of Titans*

*Vault of Titans*

# Titan Creation

Once the celestials had been created. Whiteheart called into being the Titans. These he made with the Domains, to which they are directly bound. If a Titan fails in their duty, the Domain dissolves. They must maintain the domain in its original condition, or it will falter. They do not have jurisdiction over the creatures that may inhabit the area, but they can cast out any that come there if they so choose. When a Domain falters, it will cease to exist, and they themselves turn into the Realm or domain they were bound to.

Titans are always neutral to the world, bound only to their duty in the Domain. If one causes complications, they may push you out or cause you destruction indirectly. Titans are immune to magical attacks of any form since they are the domain. Unless one has a spell that can attack a domain, there is no such luck. Since Titans and the domains, they are one and the same; they have the resources of strength, constitution, agility, and endurance that are limitless.

They all speak Celestial and the Tera tongue, while others may speak tongues based on their domain. They may call on any of the First Order & Second Order Celestials when needed and directly to Whiteheart, as they are of his hand. Titans do not have Relics or specialty devices. Although any item created from the elements of their domain, they may control it at will as far as power, ability, and essence.

Every Domain has three things related to the Titan of that Domain. A Shrine or temple made by them, an oracle, temporarily immortal as long as the Titan feels they serve them well, that can talk to them, and an anointed rite to commune with them. Rarely are the shrines or temples easily viewable. They are usually disguised as nothing or something else. Like Atlas, who shaped a mountain as his temple—yet where is the portal in? The idea that Atlas’s temple is disguised as a mountain suggests the portal is not a door but a threshold of perception.

Perhaps the portal opens only when the anointed rite is performed at the correct altitude or alignment. The mountain itself is the shrine, and the temple lies in a fold of reality, accessible through ritual invocation or emotional resonance. The “nothing” or “something other” could be a stone that hums, a shadow that does not match the sun, or a path that loops until named. Who seeks visitors while bearing the weight of a Domain? Mortals, after all, grasp only fragments of reality.

Referees are encouraged to interpret emotional resonance and sigil activation through their own mythic lens. The Titans do not conform to fixed mechanics—they respond to truth, not technique.



*Carved into the threshold of the Vault of Titans, these sigils represent the elemental and emotional domains of Titanic power.*

Sigil Name	Domain	Symbolic Meaning	Emotional Resonance	Suggested Glyph
<b>Sigil of Stone</b>	Earth	Endurance, immovability	Resolve, Burden	An Atom under the Magma Symbol with a Halo
<b>Sigil of Storm</b>	Sky	Chaos, upheaval	Fury, Release	Lightening in Halo with a Halo.
<b>Sigil of Silence</b>	Void	Containment, mystery	Awe, Dread	Hollow circle with broken ring
<b>Sigil of Flame</b>	Fire	Destruction, purification	Wrath, Renewal	Flame Mastered on a hand in a Halo
<b>Sigil of Depth</b>	Water	Memory, pressure	Grief, Reflection	A nautical Anchor in a halo over waves
<b>Sigil of Might</b>	Force	Power, dominance	Drive, Will	A fist uplifted in a storm of lightning in a halo
<b>Sigil of Echo</b>	Time	Legacy, recursion	Reverence, Loss	A pulse at a point in a halo
<b>Sigil of Fortune</b>	Light	Growth, Vigilance	Striving, Determination	A shamrock in a Horse show in a halo

**These sigils can be placed:**

- ❖ Around the **Vault Door** as a ritual seal
- ❖ Within **Titanic Shrines** to mark domain allegiance
- ❖ On **Relic Containers** to bind essence
- ❖ As **Invocation Glyphs** during descent rites

Before the descent, the Referee or ritualist must:

**Select a Titan Gate Sigil** that aligns with the emotional or narrative intent (e.g., *Sigil of Storm* for upheaval).

**Place the sigil physically or symbolically** at the entrance—etched, drawn, or spoken.

**Declare the Domain** aloud: “*By the Spiral of Stone, I descend into the weight of memory.*”

### *Emotional Triggering*

The descent requires emotional resonance. Choose one:

Emotion	Trigger Phrase
Fury	“Let the storm within me rise.”
Grief	“I carry the weight of what was lost.”
Resolve	“I will not be moved.”
Awe	“I enter the silence that holds all names.”
Will	“My strength is not borrowed—it is bound.”

### *Sigil Activation*

The chosen sigil is then activated through gesture or essence:

**Gesture:** Trace the sigil in the air, on stone, or over a relic.

**Essence:** Infuse with emotional essence (if using the Referee system’s modular mechanics).

**Invocation activation phrase:** “*Open the Vault. Let the Titan within remember me.*”

### *Descent Begins*





Once activated, the Vault opens symbolically or narratively. The Referee may describe:

- ❖ Shifting stone
- ❖ Echoing silence
- ❖ Rising heat or pressure
- ❖ Emotional flooding

The player or ritualist then enters the **Titanic Chamber**, where trials, communion, or transformation may occur.

Subject	Definition
<b>Anointed Rite</b>	A ceremonial act performed to commune with a Titan.
<b>Descent Rite</b>	A ritual journey into the Vault of Titans, initiated by sigil activation and emotional triggering.
<b>Domain</b>	A sacred territory tied to a Titan, embodying elemental and emotional resonance.
<b>Emotional Essence</b>	A distilled emotional state tied to a Domain, used to activate sigils, initiate rites, and commune with Titans. Examples include Reverence (Earth), Longing (Water), or Defiance (Fire)
<b>Emotional Trigger Phrase</b>	Spoken declaration that aligns the ritualist’s emotional state with the chosen Domain.
<b>Oracle of the Domain</b>	A mortal or mythic figure chosen by the Titan capable of speaking with the Titan of a specific Domain.
<b>Resonant Axis</b>	The emotional and elemental alignment that governs a ritualist’s connection to a Titan’s Domain
<b>Rite Convergence</b>	The moment when emotional essence, trigger phrase, and sigil activation align to open a Titan Gate
<b>Sanctum Veil</b>	The protective layer of perception that conceals a Titanic Shrine until the Threshold of Perception is crossed
<b>Shrine Echo</b>	A lingering emotional imprint left by a ritualist’s communion with a Titan, often used to guide future rites
<b>Sigil Activation</b>	The act of empowering a Titan Gate Sigil through gesture or emotional essence.
<b>Tera Tongue</b>	A language spoken by all Titans, alongside Celestial.
<b>Threshold of Perception</b>	A metaphysical boundary that conceals a temple or shrine until ritual conditions are met.
<b>Titan</b>	A neutral, domain-bound entity created by Whiteheart to maintain the integrity of a specific Domain.
<b>Titan Gate</b>	A metaphysical portal marked by a Titan Gate Sigil, granting access to the Vault or a Titanic Shrine
<b>Titan Gate Sigil</b>	A carved or invoked glyph representing the elemental and emotional essence of a Domain.

<b>Titanic Shrine / Temple</b>	A hidden or disguised sanctum created by a Titan within their Domain.
<b>Vault of Titans</b>	The mythic chamber or sanctum where Titans dwell or are accessed through ritual.


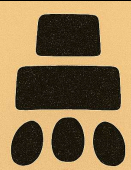


<b>Agrenose</b>	<b>Domains</b>	Mythical and Natural beast Domain
	<b>Titles</b>	Beast Architect, Beastie Lord
	<b>Description and General information for the Titan.</b>	
	 Sigil	<p>The natural creatures of the world are many, and their paths are not random. What guides them—what stirs their instincts and whispers migration into their bones—is Agrenose.</p> <p>Designed by Whiteheart with sacred intent, Agrenose holds the rhythm of survival. He knows the seasons when fur must thicken, when wings must stretch, when dens must be carved. He knows which beasts must sleep through frost and which must run toward bloom. His breath is the pulse of the wild, and his silence is the map of instinct.</p>
	 Glyph	<p>His understanding is not limited to the mundane. Even those of mystical lineage—beasts born of magic, myth, and emotional essence—move according to his rhythm. He is the Stone Memory of Migration, the Instinctual Architect, and the Guide of Beasts. Agrenose is invoked in rites of seasonal transformation, creature communion, and wild alignment.</p> <p><b>Appearance:</b> A towering figure of moss-covered stone and earthen sinew, his body etched with migration paths and seasonal glyphs. His eyes reflect the cycles of bloom and frost.</p> <p><b>Temperament:</b> Patient, primal, and attuned. He does not command—he aligns.</p> <p><b>Symbols:</b> 🐾 Migration Spiral, 🌿 Seasonal Glyph, 🐾 Instinct Sigil</p>
 Echo Glyph		
<b>Abilities, Functions, Skills or Duties</b>		
<b>Sigil:</b> Pawprint entwined with leaf and fang		
<b>Glyph:</b> A thicket that reshapes itself—sometimes cave, sometimes den, sometimes trail		
<b>Echo Glyph:</b> A mirrored spiral of wings, claws, and hooves—used in rites of mystical creature guidance, emotional instinct mapping, and survival rhythm invocation.		
<b>Seasonal Guidance:</b> Agrenose knows when creatures must migrate, mate, hibernate, or shed. He is the keeper of instinctual timing.		
<b>Territorial Balance:</b> He maintains the natural boundaries between predator and prey, as well as between herd and lone hunter.		
<b>Adaptation Oversight:</b> He ensures that beasts evolve, adapt, and survive—never stagnating, never forgetting their wildness.		
<b>Beast Communion:</b> He can commune with any natural creature, understanding their needs and guiding their paths.		
<b>Domain Enforcement:</b> Though neutral, he may cast out those who disrupt the natural rhythms—poachers, defilers, or those who seek dominion over beasts		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.		
<b>REFs Concepts or Ideas</b>		
Instinct as Sacred Compass: Agrenose teaches that instinct is not lesser than intellect—it is older, deeper, and often truer.		
Migration as Ritual: Movement across land is not random—it is a sacred pattern, inscribed in blood and bone.		
Territory as Memory: Every den, trail, and watering hole holds ancestral memory. Agrenose preserves these echoes		
<b>Relic Influence</b>		

<p>No Relics Owned: Agrenose does not wield tools or artifacts.</p> <p>Elemental Control: Any item made from fur, bone, claw, or natural terrain within his domain may be animated or empowered by him.</p> <p>Essence Binding: Relics infused with beast essence may respond to his presence—glowing, shifting, or resisting misuse.</p>
<b>Sphere of Influence</b>
<p>All Natural Beasts: Wolves, bears, deer, serpents, birds, insects—any creature born of nature and not warped by magic or artifice.</p> <p>Wild Terrain: Forests, plains, tundra, and caves—where beasts roam freely, Agrenose’s presence is felt.</p> <p>Seasonal Cycles: He governs the instinctual responses to solstice, equinox, drought, and bloom.</p>
<b>Mythic Lore and Mysticism</b>
<p><b>The First Trail:</b> It is said Agrenose carved the first migration path with his own claws, leading the beasts from chaos into rhythm.</p> <p><b>The Den of Echoes:</b> His hidden temple is a shifting den that appears only to those who surrender control and follow instinct.</p> <p><b>The Scent of Memory:</b> Agrenose can recall any creature by scent alone, even across centuries. He remembers all who have walked his domain.</p>
<b>Oracle Information</b>
<p>The Wildbound—one who communes through scent, gesture, and dream.</p> <p><b>The Wildbound Oracle:</b> Often a druid, ranger, or feral child—chosen not by lineage but by scent and instinct.</p> <p><b>Communication Style:</b> Dreams, animal gestures, sudden migrations, or beast mimicry.</p> <p><b>Rite of Communion:</b> The oracle must sleep in the open, unguarded, and be approached by a beast who shares their essence. Only then may Agrenose speak.</p>
<b>Notes</b>

### *The Fourfold Rhythm of the Natural Beast Domain*

Season	Titantic Function	Beast Behavior	Emotional Resonance	Ritual Phrase
<b>Verdant Rise</b> <i>(Spring)</i>	Awakening, migration begins	Nesting, mating, and territory scouting	Curiosity, Renewal	“Let the path open beneath my paws.”
<b>Sunstride</b> <i>(Summer)</i>	Vitality, growth, territorial assertion	Hunting, roaming, raising young	Drive, Protection	“Let the sun mark my strength.”
<b>Twilight Fade</b> <i>(Autumn)</i>	Preparation, instinctual memory	Gathering, shedding, and migration planning	Reflection, Urgency	“Let the wind carry my memory.”
<b>Deep Silence</b> <i>(Winter)</i>	Hibernation, concealment, endurance	Sleeping, burrowing, conserving energy	Stillness, Trust	“Let the silence hold me whole.”

- **Migration Guidance:** Referees may use the wheel to determine when beast NPCs migrate, change behavior, or become receptive to communion.
- **Emotional Triggers:** Each season corresponds to emotional states that may be used in descent rites or sigil activation.
- **Shrine Alignment:** Shrines of Agrenose may shift or reveal themselves based on seasonal resonance. A den may open only during Deep Silence, or a trail may appear during Verdant Rise.
- **Player Rituals:** Characters aligned with beasts or nature may perform seasonal rites to gain insight, protection, or transformation.

<b>Atlas</b>	<b>Domains</b>	Earth
	<b>Titles</b>	Earth Lord
	<b>Description and General information for the Titan.</b>	
	 Sigil	Atlas is the manager and provisioner of the Cragnearth, the one who sets the boundaries of the earth and governs its sacred architecture. He is the axis upon which the world turns, the keeper of ocean edges, and the placer of portals to the depths and the everlasting sanctums of stone. He raises mountains and sinks islands. He defines the beauty and value of rock, and controls the flow of the earthen realm—from tectonic breath to mineral resonance. Atlas is invoked in rites of boundary setting, sanctum shaping, and earthly provision. His presence is felt in the weight of truth, the structure of silence, and the resonance of stone.
	 Glyph	Appearance: A colossal figure of molten stone and crystalline bone, his body etched with tectonic glyphs and portal sigils. His eyes glow with subterranean light.
 Echo Glyph	Temperament: Sovereign, grounded, and unyielding. He does not shift—he anchors. Symbols: 🌀 Spiral Knot Sigil, 🏔️ Portal Pillar Glyph, 🌐 Axis Stone	
<b>Abilities, Functions, Skills or Duties</b>		
<b>Sigil:</b> Spiral knot or stacked monoliths		
<b>Glyph:</b> Twin pillars with descending root work or a mountain split by a central axis		
<b>Echo Glyph:</b> A mirrored spiral nested in a stone gate—used in rituals of depth access, sanctum sealing, and Cragnearth provision		
<b>Boundary Setting:</b> Atlas defines the edges of realms, separating sea from land, depth from surface		
<b>Portal Placement:</b> He places the gates to the depths and the shrines of ascent—his hands are the hinges of the world		
<b>Structural Maintenance:</b> He ensures the terrain remains stable, sacred, and aligned with its original condition		
<b>Earth Pulse Reading:</b> He can sense shifts in tectonic emotion—grief buried, rage rising, resolve hardening.		
<b>Cragnearth Stewardship:</b> As manager of Cragnearth, he oversees its mythic terrain, ensuring its sacred geometry remains intact		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through the power of presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Burden as Vow:</b> Atlas does not carry the world as punishment—he carries it as a covenant.		
<b>Stone as Memory:</b> Every mountain, cliff, and cavern holds ancestral resonance. Atlas keeps these memories from crumbling.		
<b>Descent as Trial:</b> To descend into Atlas's domain is to face the weight of one's own truth.		
<b>Relic Influence</b>		
<b>No Relics Owned:</b> Atlas does not wield tools—he <i>is</i> the tool of terrain.		
<b>Elemental Control:</b> Any item made from stone, crystal, or mineral within his domain may be shaped or awakened by him.		
<b>Essence Binding:</b> Relics infused with earth essence may become immovable, unbreakable, or resonant with foundational truth.		
<b>Sphere of Influence</b>		

**All Earthbound Terrain:** Mountains, caverns, cliffs, plateaus, and subterranean sanctums.  
**Structural Boundaries:** He governs the edges between realms—where one terrain ends and another begins.  
**Weight and Form:** He influences anything that bears weight—physical, emotional, or mythic.

#### **Mythic Lore and Mysticism**

**The First Pillar:** It is said that Atlas raised the first mountain to mark the edge of Cragnearth, inscribing the world's shape.

**The Vault of Descent:** His hidden temple lies beneath the mountain, accessible only through emotional resonance and the activation of a sigil.

**The Tremor of Truth:** Atlas can cause tremors when a lie is spoken near his shrine. Truth has weight—falsehoods crumble.

#### **Oracle Information**

The Stonebound—one who listens to the tremors of truth beneath the surface

**Anointed Rite:** "Let the weight of the world know my name."

**The Stonebound Oracle:** Often a geomancer, miner, or silent monk—chosen through endurance and emotional gravity.




**Communication Style:** Silence, vibration, stone glyphs, or pressure shifts.

**Rite of Communion:** The oracle must bear a physical burden (stone, relic, vow) and descend into a cavern alone. Only then may Atlas speak.

#### **Notes**

**Shrine Form:** A mountain that is the temple itself—its threshold hidden in a fold of perception

**Temple Threshold:** Opens only when one declares their burden aloud and accepts its weight

<b>Brakorium</b>	<b>Domains</b>	Dreamscape
	<b>Titles</b>	Warden of Dreamscapes
	<b>Description and General information for the Titan.</b>	
		Brakorium was not shaped with stone or flame, but with the breath between thoughts. He governs the Dreamscape Domains—those realms that flicker between memory and myth, where prophecy is felt before it is spoken, and beasts walk in forms not yet born.
		He does not speak in words, but in symbols, sensations, and echoes. His presence is felt in the moment before waking, in the hush of sleep, in the flicker of a forgotten name. He is not a guide, but a threshold—those who enter his domain must surrender control to receive vision.
	<b>Glyph</b> Echo Glyph	Brakorium cannot cast out creatures from his domain, but he may unmake their form, dissolving them into dream stuff if they violate the sanctity of sleep. Should his domain falter, he will not die—he will become the Dreamscape itself, a realm of endless recursion and surreal memory.
<b>Abilities, Functions, Skills or Duties</b>		
<b>Sigil:</b> A spiral of mirrored eyes or a crescent nested within a broken hourglass		
<b>Glyph:</b> A floating mask dissolving into mist, surrounded by echo lines		
<b>Threshold Manifestation:</b> Brakorium governs the liminal space between waking and sleep, memory, and myth		
<b>Symbolic Communication:</b> He speaks through sensation, symbol, and surreal echo—not through language		
<b>Form Dissolution:</b> He may dissolve intruders into dream stuff if they violate the sanctity of sleep		
<b>Vision Induction:</b> Prophecy flows through him, felt before spoken, seen before remembered.		
<b>Dreamscape Governance:</b> He maintains the surreal logic and emotional resonance of dream realms.		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Dream as Covenant:</b> Dreams are not random—they are sacred echoes of mythic truth.		
<b>Surrender as Access:</b> Control must be relinquished to receive vision; resistance breeds distortion.		
<b>Recursion as Identity:</b> Brakorium is not a being, but a pattern—he becomes the Dreamscape if threatened.		
<b>Relic Influence</b>		
<b>Dreambound Relics:</b> Items that shift form, whisper prophecy, or dissolve when named.		
<b>Symbolic Anchors:</b> Relics may hold symbols that change meaning depending on emotional state.		
<b>Echo Sigils:</b> Inscribed glyphs that activate only during sleep or trance		
<b>Sphere of Influence</b>		
<b>Dream Realms:</b> All surreal, mythic, or prophetic dreamscapes.		
<b>Threshold States:</b> Lucid dreaming, sleep paralysis, trance, and prophetic vision.		
<b>Emotional Echoes:</b> Forgotten names, remembered futures, and surreal sensation		
<b>Mythic Lore and Mysticism</b>		
<b>The Breath Between Thoughts:</b> Brakorium was born in the moment a god forgot its own name.		
<b>The Mask of Unmaking:</b> He wears no face, only the memory of one—those who see it lose form.		
<b>The Recursion Rite:</b> If Brakorium is ever destroyed, he will become the Dreamscape itself—endless, surreal, and recursive.		
<b>Oracle Information</b>		
The Dreambound—those who speak in riddles, paint in silence, and remember futures.		
<b>The Dreambound Oracle:</b> Often a painter, poet, or silent child—chosen through surreal resonance.		
<b>Communication Style:</b> Dreams, riddles, shifting symbols, and emotional echoes.		




**Rite of Communion:** The oracle must sleep beneath a shifting sigil and surrender their name to receive a vision.

**Notes**

**Shrine Form:** A bed of moss within a cavern of silence, surrounded by symbols that shift when unobserved

**Temple Threshold:** Accessible only through lucid surrender or ritual sleepwalk.

**Anointed Rite:** "Let me dissolve, that I may dream."

<b>Coeus</b>	<b>Domains</b>	Mortal thought and Shadow
	<b>Titles</b>	Shadow Lord
	<b>Description and General information for the Titan.</b>	
		Coeus governs the liminal space between revelation and concealment. His rites are performed in half-light, where players must speak truths, they fear, and inscribe questions they cannot answer.
		<p><b>Shadow:</b> Not evil, but mystery. Coeus holds the archive of forgotten dreams, the silhouettes of choices not taken. His vault is lined with mirrors that reflect not what is, but what might have been.</p> <p><b>Mortal Thought:</b> He is the architect of doubt, the patron of introspection. Where other Titans roar with cosmic certainty, Coeus whispers in riddles and paradoxes.</p>
Sigil	Echo Glyph	
<b>Abilities, Functions, Skills or Duties</b>		
<b>Sigil:</b> A split eye within a crescent veil or a mirrored question mark		
<b>Glyph:</b> Interwoven spirals with a central void, or a hand reaching toward a fading silhouette		
<b>Keeper of Forgotten Paths:</b> Coeus archives the choices not taken, the dreams abandoned, and the truths unspoken.		
<b>Architect of Doubt:</b> He governs introspection, uncertainty, and the sacred art of questioning.		
<b>Shadow Stewardship:</b> He maintains the mystery of the world—not to hide, but to deepen.		
<b>Mirror Vault Creation:</b> His vault reflects not reality, but possibility—what might have been, what could still be.		
<b>Ritual Whispering:</b> He speaks through riddles, paradoxes, and emotional echoes.		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Disperses unnatural enchantments within a 60' sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Shadow as Mystery:</b> Not evil, but sacred concealment. What is hidden is not lost—it is waiting.		
<b>Thought as Trial:</b> Mortal thought is not weakness—it is the crucible of transformation.		
<b>Riddle as Revelation:</b> Coeus does not answer—he asks, and in asking, reveals.		
<b>Relic Influence</b>		
<b>No Relics Owned:</b> Coeus does not wield tools—he shapes questions.		
<b>Elemental Control:</b> Items made from obsidian, mirror glass, or shadow essence may respond to his presence.		
<b>Essence Binding:</b> Relics infused with doubt or memory may shift form or reveal hidden truths.		
<b>Sphere of Influence</b>		
<b>Liminal Spaces:</b> Twilight, dusk, fog, and emotional ambiguity.		
<b>Mortal Thought:</b> Doubt, introspection, philosophical inquiry, and emotional paradox.		
<b>Shadow Realms:</b> Places of concealment, forgotten memory, and mirrored possibility.		
<b>Mythic Lore and Mysticism</b>		
<b>The Mirror Vault:</b> Coeus's temple is lined with mirrors that reflect not what is, but what might have been.		
<b>The Whispering Rite:</b> His voice is never heard directly—only felt in the pause between thoughts.		
<b>The Unchosen Path:</b> It is said Coeus remembers every choice not made, and may offer them again—at a cost.		
<b>Oracle Information</b>		

The Veilwalker—one who lives between clarity and concealment, inscribing riddles in silence.  
a cost.

**The Veilwalker Oracle:** Often a philosopher, shadow mancer, or silent scribe—chosen through paradox.




**Communication Style:** Riddles, mirrored glyphs, emotional resonance, and half-spoken truths.

Rite of Communion: The oracle must inscribe a question they cannot answer and speak a truth they fear.  
Only then may Coeus respond.

**Notes**

**Shrine Form:** A chamber of dim light and mirrored walls, where reflections shift with emotion

**Temple Threshold:** Opens only when a truth is spoken aloud that the speaker fears to name

<b>Crelinus</b>	<b>Domains</b>	Restoration, Healing, Love, Reunion
	<b>Titles</b>	Renewal of Broken Threads
	<b>Description and General information for the Titan.</b>	
		Crelinus does not erase wounds—he sanctifies them. His domain is not merely healing, but restoration with memory—the kind that honors scars as sacred inscriptions. He walks the edges of broken sanctums, gathering remnants and whispering them back into form.
	 Echo Glyph	He is invoked not in triumph, but in aftermath. His presence is felt in the quiet after conflict, in the hands that rebuild, in the rituals that remember. Crelinus does not restore what was—he restores what could be, shaped by the truth of what was lost.  He is often accompanied by the Chorus of Threads, minor spirits who sing the names of broken things. Their song is not mournful—it is a blueprint for renewal.
<b>Abilities, Functions, Skills or Duties</b>		
<b>Sigil:</b> A scarred circle with threads rejoining at the center, or a broken chalice mended with gold		
<b>Glyph:</b> A spiral of ash turning into bloom, or a hand cradling a fractured heart		
<b>Sanctifier of Scars:</b> Crelinus blesses wounds not by erasing them, but by inscribing them as sacred memory.		
<b>Restorer of Sanctums:</b> He rebuilds broken places with reverence, integrating loss into new form.		
<b>Healer of Aftermath:</b> His healing is not immediate—it is ritual, remembrance, and renewal.		
<b>Guide of Reunion:</b> He draws together those separated by grief, time, or silence.		
<b>Bearer of Quiet Love:</b> His love is not loud—it is the hand that stays, the voice that remembers		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Restoration with Memory:</b> Healing that honors what was lost, not denies it.		
<b>Aftermath as Sacred:</b> The moment after conflict is not emptiness—it is the beginning of truth.		
<b>Love as Rebuilding:</b> Love is not only passion—it is the act of restoring what pain has scattered.		
<b>Reunion as Ritual:</b> Coming together is not accidental—it is sacred choreography.		
<b>Relic Influence</b>		
<b>Relics of Remembrance:</b> Broken items mended with ritual—each scar a source of power.		
<b>Essence of Ash and Bloom:</b> Relics infused with grief and hope may awaken in his presence.		
<b>Sanctum Threads:</b> Relics tied to places of loss may be reactivated through his rites.		
<b>Sphere of Influence</b>		
<b>Broken Sanctums:</b> Ruins, aftermaths, and places of grief.		
<b>Healing Rituals:</b> Ceremonies of remembrance, rebuilding, and sacred tending.		
<b>Love in Silence:</b> Quiet acts of care, reconciliation, and enduring presence.		
<b>Reunion Thresholds:</b> Places where separation ends—graveyards, old homes, forgotten paths.		
<b>Mythic Lore and Mysticism</b>		
Crelinus walks the edges of broken sanctums and forgotten vows. He does not undo pain—he transfigures it. His domain encompasses not only the healing of bodies, but also the mending of relationships, the rekindling of love, and the reunion of lives that have been torn apart.		
He is invoked not in triumph, but in aftermath. His shrine may appear as a ruined chapel, a shattered bridge, or a tree split by lightning—each a symbol of what was broken and now waits to be made sacred again.		
Crelinus is served by the Chorus of Threads, minor spirits who sing the names of broken things. Their song is not mournful—it is a blueprint for renewal.		

**The Song of Mourning:** Crelinus is served by the Chorus of Threads, minor spirits who sing in ruins to awaken healing.

**The Golden Scar:** It is said that Crelinus once mended a shattered bridge with a single tear, and the scar glowed with eternal light.

**The Remnant Rite:** To invoke him, one must gather remnants of what was lost and whisper their names.

**The Reunion Flame:** A ritual fire that burns only when two estranged souls speak truth to one another.

#### Oracle Information

The Remembrancer—one who has endured loss and now guides others through sacred restoration.

**The Remembrancer Oracle:** Often a mourner, builder, or silent witness—chosen through loss and endurance.





**Communication Style:** Gentle truths, ritual offerings, and sacred silence.

**Rite of Communion:** The oracle must offer a scarred relic and speak aloud a memory they carry. Only then may Crelinus respond.

#### Notes

**Shrine Form:** A sanctum of reclaimed fragments—burnt wood, torn cloth, shattered stone—woven into new form.

**Temple Threshold:** Opens only when a mourner offers a memory aloud and a builder lays a hand upon ruin.

<b>Cronus</b>	<b>Domains</b>	Time
	<b>Titles</b>	Crono Lord, Sync Master
	<b>Description and General information for the Titan.</b>	
	 Sigil	Cronus is the Titan of Time, the Chrono-Lord who governs the unfolding of moments, the binding of memory, and the architecture of becoming. He does not merely measure time—he weaves it, inscribing each instant with emotional weight and cosmic consequence. His domain is the spiral of past, present, and future, and his presence marks the threshold between what was and what will be.
	 Glyph	He is the Voice of the Tuspok Path, the guardian of temporal sanctums, and the keeper of echoes that shape destiny. His judgments are not swift—they are inevitable, and his silence is often more revealing than his speech. Cronus is invoked in rites of memory, transformation, and decision. His hourglass does not run—it remembers.
 Echo Glyph	<b>Appearance:</b> A towering figure of stone and bronze, etched with shifting glyphs of time. His eyes glow with layered light, and his breath pulses like a ticking clock. <b>Temperament:</b> Grave, patient, and unyielding. He speaks rarely, but when he does, his words bind. <b>Symbols:</b> Spiral Hourglass, Echo Chain, Mirror of Becoming	
<b>Abilities, Functions, Skills or Duties</b>		
<b>Sigil:</b> An hourglass with one side cracked open, spilling stars and echoes		
<b>Glyph:</b> A spiral intersected by three lines—past, present, and becoming.		
<b>Echo Glyph:</b> A mirrored hourglass with a single drop of light—used in rituals of		
<b>Archivist of Becoming:</b> Cronus curates time not as sequence, but as emotional unfolding.		
<b>Prophet of Echoes:</b> He speaks through resonance—what was felt, what will be remembered.		
<b>Chrono-Weaver:</b> He threads moments into meaning, binding choices to consequence.		
<b>Voice of the Unspoken Future:</b> His utterances reveal what time has already shaped but not yet shown.		
<b>Guardian of Temporal Sanctums:</b> He protects places where time folds—ritual sites, memory vaults, and prophecy chambers.		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Time as Emotional Architecture:</b> Not just duration, but resonance—each moment shaped by feeling.		
<b>Becoming Over Being:</b> Cronus Honors Transformation, Not Stasis.		
<b>Echo as Truth:</b> What lingers is often more real than what was.		
<b>Choice as Chrono-Key:</b> Time responds to decisions made with emotional clarity.		
<b>Relic Influence</b>		
<b>Chrono Relics:</b> Objects infused with pivotal moments—clocks, journals, tokens of choice.		
<b>Echobound Artifacts:</b> Relics that replay emotional memories when held or invoked.		
<b>Temporal Threads:</b> Items that shift form based on the emotional state of the bearer.		
<b>Sphere of Influence</b>		
<b>Temporal Sanctums:</b> Places where time folds—ritual sites, memory chambers, prophecy altars.		
<b>Moments of Decision:</b> Crossroads, vows, endings, and beginnings.		
<b>Emotional Chronology:</b> The unfolding of feeling across time—grief, joy, anticipation, regret.		
<b>Prophetic Rites:</b> Ceremonies that reveal echoes of what may come.		
<b>Mythic Lore and Mysticism</b>		

Cronus is not merely the devourer of moments—he is the Archivist of Becoming. His vault is a sanctum of suspended clocks, each ticking in a different emotional cadence. He does not control time; he curates it. Every second is a seed, every hour a ritual bloom.

He walks backward through prophecy and forward through memory. His voice is the echo of things not yet spoken. When invoked, Cronus does not grant more time—he reveals how time has already shaped the soul.

His attendants, the Chronites, are beings of folded parchment and sand, who record the emotional resonance of each decision made.

**The Vault of Echoes:** Cronus’s sanctum holds suspended clocks, each ticking in a different emotional cadence.

**The Becoming Spiral:** A sacred glyph that maps transformation across time.

**The Echo Rite:** To invoke Cronus, one must speak a choice they regret and a vow they still hold.

**The Chronites:** Minor spirits of folded paths and mirrored moments—each one tied to a decision made.

#### Oracle Information

The Chronomancer—one who speaks in echoes and listens to the silence between seconds

**The Chronomancer Oracle:** Often a seer, historian, or vow keeper—chosen through temporal resonance.

**Communication Style:** Echoes, spirals, mirrored speech, and emotional time signatures.





**Rite of Communion:** The oracle must inscribe a moment they wish to relive and speak a vow they’ve never broken. Only then may Cronus respond.

#### Notes

**Shrine Form:** A chamber of suspended clocks, each ticking in a different emotional cadence

**Temple Threshold:** Opens only when a choice is made with full awareness of its cost

**Anointed Rite:** “Let the moment be named. Let the echo be heard. Let time unfold as vow.”

<b>Dolecrase</b>	<b>Domains</b>	Sigil Veil	
	<b>Titles</b>	The Hidden Inscriber	
	<b>Description and General information for the Titan.</b>		
	 Sigil	Dolecrase is the Titan of Sigil Will, the Hidden Member who dwells in the liminal space between thought and emotion, between perception and truth. He is the boundary of himself, the barrier that holds, and the silent force that divides. Where others speak, Dolecrase withholds. Where others feel, he filters. His presence is not absence—it is containment.	
	 Glyph	He is the Sigil Suspension, the one who manifests sigil-based veils that prevent passage, perception, or influence. His domain is the threshold, the unseen wall, the silent glyph that holds back both sides from deliberation. Dolecrase is invoked in rites of restraint, containment, and emotional separation. He is the keeper of the unspoken vow, the guardian of the sealed sanctum, and the mirror that does not reflect.	
 Echo Glyph	<b>Appearance:</b> A muscular figure of stone and shadow, his body etched with vertical sigils that shimmer only when observed. His eyes are veiled, and his breath is silent. <b>Temperament:</b> Stoic, withholding, and precise. He does not reveal—he defines. <b>Symbols:</b> Vertical Sigil Wall, Mirror Glyph, Silent Breath		
<b>Abilities, Functions, Skills or Duties</b>			
<b>Sigil:</b> A double spiral intersected by a vertical void line, flanked by mirrored crescents			
<b>Glyph:</b> A veil of interlocking sigils that shimmer only when unobserved			
<b>Echo Glyph:</b> A mirrored glyph with a sealed center—used in rituals of restraint, boundary invocation, and silent deliberation.			
<b>Boundary Embodiment:</b> Dolecrase <i>is</i> the barrier—his form is the veil itself.			
<b>Sigil Suspension:</b> He can manifest sigil-based barriers that prevent passage, perception, or influence			
<b>Deliberation Denial:</b> He bars communication between the Crimson Pit and Ethereal Domain, preserving cosmic balance.			
<b>Self-Veiling:</b> He can become invisible to thought, emotion, or magic—only silence reveals him			
<b>Threshold Locking:</b> He seals realms not with force, but with absence—no sound, no light, no echo			
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Veil as Self:</b> Dolecrase is not behind the veil—he <i>is</i> the veil.			
<b>Silence as Warning:</b> His presence is marked by the absence of sensation, a sacred alert.			
<b>Sigil Logic:</b> His barriers are made of sigils that do not reveal meaning, only intent.			
<b>Boundary as Mercy:</b> He does not divide out of cruelty, but to prevent corruption and collapse.			
<b>Relic Influence</b>			
<b>No Relics Owned:</b> Dolecrase does not wield tools—he <i>is</i> the tool of separation.			
<b>Sigil Control:</b> Any sigil inscribed within his domain may be suspended, activated, or erased by his will.			
<b>Veilbound Artifacts:</b> Items that blur perception or silence emotion may resonate with him.			
<b>Sphere of Influence</b>			
<b>Sigil Veil Space:</b> The liminal zone between the Crimson Pit and Ethereal Domain.			
<b>Thresholds of Silence:</b> Places where speech fails, emotion dulls, and perception folds.			
<b>Barrier Rites:</b> Rituals of separation, protection, and cosmic balance.			
<b>Mythic Lore and Mysticism</b>			

Dolecrase does not speak. He inscribes. His presence is felt in the moment a symbol becomes sacred—when ink turns to invocation, when secrecy becomes a form of protection. The Sigil Veil is his tapestry, woven between the Ethereal Realm (of breath, memory, and light) and the Crimson PIT (where the dead dwell in ritual silence).

He is not a warden of punishment, but of containment—ensuring that the dead do not bleed into the living, and that the living do not trespass into the sanctity of death unbidden. His veil is not a wall—it is a glyphic membrane, reactive to intention and emotional resonance.

His servants, the Veilbinders, are spectral archivists who carry encrypted sigils across realms. Their glyphs are observer-dependent: what one soul sees as a seal of protection, another sees as a warning, and another as a map. They are the keepers of ritual opacity.

**The Silent Sigil:** Dolecrase does not speak. His invocation is felt in the moment a word collapses before breath.

**The Veil of Suspension:** His sigil is the pattern of refusal—neither side may cross until the wound is named.

**The Vigilbinders:** Minor spirits who carry exposed sigils across realms. They are observers—never touched, never seen. They act as seals or warnings, not messengers.

#### Oracle Information

The Veilbinder—one who carries sigils across realms and speaks only in gesture.

**The Veilbinder Oracle:** Often a mute scribe, masked wanderer, or sigil-carrier—chosen through silence and separation.





**Communication Style:** Gesture, sigil placement, and emotional voids.

**Rite of Communion:** The oracle must inscribe a sigil of division and stand between two opposing truths. Only then may Dolecrase respond.

#### Notes

**Shrine Form:** A blank wall or threshold that cannot be seen directly—only perceived through absence

**Temple Threshold:** Opens only when one speaks neither truth nor lie, but silence with intent

<b>Ethios</b>	<b>Domains</b>	Gravity
	<b>Titles</b>	Burden Master, Weight Bearer
	<b>Description and General information for the Titan.</b>	
		<p>Ethios is the Titan of Gravity, the Burden Master who governs the forces of anchoring, descent, and solemn weight. He is the stillness between struggles, the mass that holds meaning, and the promise of grounded truth. Ethios does not lift—he bears. His presence is not motion—it is mass, and his silence is not absence—it is depth.</p>
		<p>He is the Burden as Covenant, the one who accepts weight not as punishment but as a sacred responsibility. Ethios is invoked in rites of grounding, emotional anchoring, and covenantal descent. His domain is the gravity of memory, the mass of truth, and the stillness that precedes transformation.</p>
	<p><b>Appearance:</b> A towering figure of stone and sinew, his body etched with fault lines and downward spirals. His eyes are heavy with memory, and his breath is slow and deep.</p> <p><b>Temperament:</b> Steady, solemn, and unyielding. He does not rush—he <b>roots</b>.</p> <p><b>Symbols:</b> Downward Spiral, Burdened Mountain, Anchor Sigi</p>	
<b>Abilities, Functions, Skills, or Duties</b>		
<b>Sigil:</b> A downward-pointing triangle nested within concentric circles, etched with a fault line.		
<b>Glyph:</b> A mountain split by a single vertical line, with a suspended stone hovering above its peak.		
<b>Echo Glyph:</b> A spiral descending into a weighted center—used in rituals of emotional anchoring, grief descent, and covenantal stillness		
<b>Mountain Shaping:</b> Ethios raises and removes mountains through gravitational invocation.		
<b>Anchor Manifestation:</b> He creates zones of stillness where motion, emotion, or time is suspended.		
<b>Burden Binding:</b> He binds emotional or spiritual burdens into physical form—stones, sigils, or terrain.		
<b>Promise Holding:</b> He holds the weight of future vows, anchoring them in the present.		
<b>Gravitational Influence:</b> Ethios governs the pull between bodies, souls, and destinies		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through the power of presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Burden as Covenant:</b> Gravity is not just force—it is promise, grief, and endurance.		
<b>Mountains as Memory:</b> Each peak is a vow made manifest; each valley, a burden released.		
<b>Stillness as Power:</b> Ethios teaches that motion is not always strength—sometimes, stillness is the mightiest act.		
<b>Weight as Identity:</b> One's burdens shape their path, their posture, their promise.		
<b>Relic Influence</b>		
<b>Stonebound Relics:</b> Objects imbued with emotional weight—griefstones, vow anchors, cairn sigils.		
<b>Gravitational Runes:</b> Runes that alter weight, pull, or resistance—used in ritual anchoring.		
<b>Mountain Hearts:</b> Rare relics formed from the collapse of sacred peaks—contain immense emotional resonance.		
<b>Sphere of Influence</b>		
<b>Mountains and Fault Lines:</b> Ethios governs tectonic majesty and the emotional echoes of terrain.		
<b>Burden Rituals:</b> Ceremonies of grief, endurance, and promise—often involving stone, silence, and descent.		
<b>Anchoring Zones:</b> Places where gravity intensifies, used for meditation, sealing, or vow-making.		
<b>Mythic Lore and Mysticism</b>		

Ethios is the first to arrive and the last to move. His breath is the tectonic hum beneath all things. He does not speak in words, but in pressure—the kind that shapes valleys, holds stars in orbit, and keeps the soul from drifting into chaos.

He is the Mountain Made Flesh, the Gravity of Memory, the Weight of Promise. His presence is invoked in rites of grounding, burden-bearing, and sacred immobility. When a vow must be held no matter the cost, Ethios is called.

His servants, the Grave masons, are cloaked in stone and silence. They carve emotional burdens into mountain faces, turning grief into permanence. Their sigils are etched deep, requiring force and reverence to reveal.

**The First Stone:** Ethios was the first to arrive and the last to leave. He bore the weight before all things.

**The Mountain Made Vow:** In the Book of Stillness, Ethios raises a mountain from grief and names it Hope.

**The Sigil of Descent:** His sigil is invoked in rites of grounding, burden-taking, and emotional anchoring.

**The Stonebound:** Silent oracles who carry emotional burdens into mountain sanctums, turning grief into permanence. Their sigils are etched deep, requiring force and reverence to reveal.

#### Oracle Information

The Stonebound—those who bear ritual burdens in silence, marked by sigils of permanence

**The Stonebound Oracle:** Often a silent figure marked by heavy garments, stone jewelry, and a downward gaze.




**Communication Style:** Gesture, weight placement, and ritual descent.

**Rite of Communion:** The oracle must carry a burdened stone into a sanctum and remain still for one full cycle of light and shadow. Only then may Ethios respond.

#### Notes

**Shrine Form:** A cairn of unmarked stones, each representing a vow or burden

**Temple Threshold:** Opens only when one carries a weight they cannot name

<b>Gridalious</b>	<b>Domains</b>	Gate, Threshold, Passage, Transformation
	<b>Titles</b>	The Hush of the World, The Moment Before, The Breath Between
	<b>Description and General information for the Titan.</b>	
		<p>Gridakius is not a guardian who bars entry—he is the one who asks the question: “<i>Are you ready to pass?</i>” His domain is the Gate, but more precisely, the moment before the gate opens. He governs the tension of choice, the sanctity of thresholds, and the transformation that occurs when one steps from one state into another.</p>
		<p>He is invoked in rites of initiation, departure, and return. His presence is felt in the hush before a vow, the silence before a door opens, the breath before a leap. Gridakius does not judge—but he marks. All who pass through his gates are inscribed with the truth of their choice.</p>
	<p style="text-align: center;">Sigil</p> <p style="text-align: center;">Glyph</p> <p style="text-align: center;">Echo Glyph</p>	<p>He is often accompanied by the Twin Watchers, silent figures who record the emotional state of each traveler. Their records are not written in ink, but in echoes—stored in the Vault of Passage for future reckoning.</p> <p>See Gate realm information associated with the celestial Whitestar.</p>
<b>Abilities, Functions, Skills or Duties</b>		
<p><b>Sigil:</b> A stylized gate split by a vertical line of mirrored glyphs—one side etched in silence, the other in echo</p>		
<p><b>Glyph:</b> A spiral nested within a square—representing inward reflection before outward movement</p>		
<p><b>Threshold Sanctifier:</b> Gridakius blesses the moment <i>before</i> action.</p>		
<p><b>Inscriber of Choice:</b> All who pass through his Gate are marked—not judged, but <i>inscribed</i> with the emotional truth of their decision.</p>		
<p><b>Twin Watchers:</b> Silent, faceless figures who accompany Gridakius. They record emotional states in echoes, not words</p>		
<p><b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.</p>		
<p><b>Sight (Spirit):</b> Is the principle of conscious life that enables one’s perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature’s soul, the true alignment of a relic, or the emotional fracture within a sanctum.</p>		
<p><b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.</p>		
<p><b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.</p>		
<p><b>Nullify Magic:</b> Disperses unnatural enchantments within a 60’ sphere, restoring balance.</p>		
<p><b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.</p>		
<b>REFs Concepts or Ideas</b>		
<p><b>Threshold Echo:</b> A passive ability that reveals emotional residue when standing at literal or metaphorical gates.</p>		
<p><b>Gatebind Vow:</b> A ritual ability allowing a player to bind a vow to a threshold; breaking the vow causes emotional dissonance.</p>		
<p><b>Echo Mark:</b> A visible or invisible sigil that appears after passing through a Gate Rite; can be activated for insight or protection.</p>		
<p><b>Vault Recall:</b> Once per session, a player may access the Vault of Passage to retrieve an echo from a past crossing—used for guidance or reckoning.</p>		
<b>Relic Influence</b>		
<p><b>Echo Imprint:</b> Relics touched by Gridalious retain emotional echoes from pivotal transitions (e.g., birth, exile, vow). These echoes can be read, activated, or ritualized.</p>		
<p><b>Spiral Binding:</b> Relics may be bound to a specific emotional axis (e.g., sorrow, awe) via spiral glyphs. These glyphs evolve as the relic is used.</p>		
<p><b>Threshold Resonance:</b> Relics attuned to Gridalious can trigger threshold events—such as portals, awakenings, or memory floods—when wielded at liminal sites.</p>		
<p><b>Vault Passage Keys:</b> Certain relics serve as keys to deeper sanctums within the Vault of Passage. They require emotional alignment to activate.</p>		
<b>Sphere of Influence</b>		
<p><b>Liminal spaces:</b> Doorways, bridges, borders, dusk, dawn, fog, silence before speech</p>		
<p><b>Emotional states:</b> Doubt, anticipation, resolve, grief before departure, joy before return</p>		

**Ritual objects:** Threshold stones, echo mirrors, breath candles, vow cords

### Mythic Lore and Mysticism

Gridalious stands at every boundary—not to guard, but to witness. His gates are not merely doors; they are ritual fulcrums, moments where fate pivots. He is invoked when one must choose to leave, to enter, to begin, or to end. His presence is felt in the creak of a door, the silence before a decision, the breath held at the edge of change.

He is neither benevolent nor cruel—he is inevitable. His gates do not open for all, and they do not close without cost. Each passage must be earned, and each refusal must be honored.

His servants, the Thresherites, are cloaked in veils of bronze and shadow. They record every crossing in the Ledger of Hinges, inscribing emotional resonance into the architecture of the gate itself. Their glyphs shimmer with dual meanings—one for the soul that enters, one for the soul that turns away.

**The Gate Realm** is not a place but a boundary—not out or in, but *between*. It is said to shimmer with silver mist, overlaid with a whispering lattice of memory.

**Gridakius's Gate** appears only when a choice is truly transformative. It cannot be forced open—it must be *answered*.

**The Twin Watchers** are said to be fragments of Gridakius's own soul, split to ensure neutrality. They do not speak, but their presence is felt as a pressure behind the heart.

**The Vault of Passage** is a mythic sanctum where echoes of choice are stored. It is said that those who enter without reverence are overwhelmed by the weight of unmade decisions.

### Oracle Information

**The Eden Threshold:** Voice of the Gate, Echo of the Word, Seer of Passage and Becoming

Gridalious serves as the **Threshold Oracle**, invoked when one stands at the edge of transformation, truth, or emotional revelation. He does not predict outcomes—he **reveals the gate**. His oracles are not answers but **passages**, guiding the seeker toward the truth they are ready to face. He is the **Seer of Eden**, the one who speaks when silence has prepared the soul.

**Oracle Tone:** Reflective, layered, and emotionally resonant. His words often arrive in echoes, not declarations.

**Invocation Rites:** Whispered questions at dawn, breath offerings before gates, and mirrored sigil tracing.

**Oracle Tools:** Threshold stones, echo glyphs, mirrored sigils, and Eden-bound relics.

### Notes

### Ritual Roles:

Threshold Sanctifier: Gridakius blesses the moment *before* action. His rites are invoked in:

Initiation ceremonies (first steps into new roles or identities)

Departure rituals (leaving homes, relationships, or beliefs)

Return rites (re-entry after transformation or exile)

**Inscriber of Choice:** All who pass through his Gate are marked—not judged, but *inscribed* with the emotional truth of their decision. This mark may manifest as:

A subtle shift in aura or presence

A dream echo that recurs on anniversaries of the crossing

A visible sigil that appears only in liminal spaces (mirrors, shadows, fog)

**Twin Watchers:** Silent, faceless figures who accompany Gridakius. They:

Record emotional states in **echoes**, not words



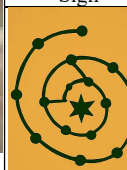

Store these echoes in the **Vault of Passage**, a mythic sanctum accessible only during rites of reckoning or deep reflection

May appear to travelers in dreams or moments of doubt, offering no guidance—only presence

### Suggested Relic Types

Relic Name	Function	Emotional Axis
Spiral Echo Locket	Records a single threshold memory	Longing / Return
Gatebone Staff	Opens minor thresholds between realms	Courage / Separation
Whispercoil Sigil	Amplifies emotional resonance in rituals	Grief / Hope

<b>Relic Name</b>	<b>Function</b>	<b>Emotional Axis</b>
Mirrorflame Vowband	Binds a vow to a relic's spiral	Devotion / Sacrifice
Suggested Refinements to Gridalious Profile		

<b>Hyperion</b>	<b>Domains</b>	Lights of heaven, Ethereal	
	<b>Titles</b>	Ethereal Lord	
	<b>Description and General information for the Titan.</b>		
	 Sigil	Hyperion is the Titan of Celestial Light, the one who guides the heavens with radiant memory, whose gaze kindles galaxies, and whose silence births constellations. He is the Star Memory Keeper, the one who governs the light that reveals, the distance that clarifies, and the emotional resonance that spans the cosmos.	
	 Glyph	Hyperion does not shine to dazzle—he shines to remember. His light is not passive; it guides, reveals, and marks the timing of emotional truths across mythic time. Each star is a memory, each cluster a covenant. He is invoked in rites of illumination, celestial recall, and emotional distance. His presence is felt not in heat, but in clarity.	
 Echo Glyph	<b>Appearance:</b> A towering figure of radiant stone and starlight, his body etched with constellations and memory glyphs. His eyes shimmer with ancient recall. <b>Temperament:</b> Serene, vast, and illuminating. He does not speak often—but when he does, it is with cosmic precision. <b>Symbols:</b> Starweave Glyph, Celestial Mirror, Echo Constellation		
<b>Abilities, Functions, Skills or Duties</b>			
<b>Sigil:</b> A radiant star nested in concentric rings of memory—used in rites of celestial recall and emotional illumination.			
<b>Glyph:</b> A constellation spiral with mirrored nodes—used in rituals of emotional distance, memory mapping, and star-bound truth.			
<b>Echo Glyph:</b> A mirrored star with a single breath line—used in rites of remembrance, cosmic timing, and emotional resonance across distance.			
<b>Starweave Glyph:</b> A lattice of intersecting rays and nodes, representing constellational memory and emotional alignment across vast distances.			
<b>Celestial Recall:</b> Summon a memory from the stars—reveals a past truth tied to a chosen light.			
<b>Constellation Rite:</b> Bind a group through shared emotional alignment under a star cluster.			
<b>Nova Silence:</b> Invoke a moment of cosmic stillness—clears emotional noise, reveals clarity.			
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Illuminary Recall:</b> Allows players to retrieve a radiant memory from a chosen celestial body.			
<b>Silent Alignment:</b> Harmonizes emotional states across a group by focusing on shared starlight.			
<b>Twilight Seal:</b> Binds a vow or emotional truth to a relic during dusk or cosmic silence.			
<b>Nova Clarity:</b> Clears emotional confusion, revealing the core truth beneath.			
<b>Relic Influence</b>			
<b>Starseer Lens:</b> Reveals hidden emotional truths in others.			
<b>Galaxion Thread:</b> Binds two beings across distance with shared remembrance.			
<b>Nova Vowstone:</b> Stores a vow in radiant form, visible only at twilight.			
<b>Echoflare Pendant:</b> Emits emotional light during ritual transitions.			
<b>Sphere of Influence</b>			
<b>Stars &amp; Constellations:</b> Legacy, remembrance, guidance. Memory retrieval, emotional mapping			
<b>Galaxies &amp; Clusters:</b> Awe, scale, shared destiny. Group alignment, constellation rites			
<b>Twilight &amp; Dusk:</b> Transition, sealing, reflection. Vow binding, sanctum entry.			
<b>Radiant Threads:</b> Connection, emotional tethering. Relic activation, emotional link creation.			

**Celestial Silence:** Majesty, humility, clarity. Emotional cleansing, truth revelation.

### **Mythic Lore and Mysticism**

Hyperion does not shine—he reveals. His light is not passive; it is ritual fire, a force that burns away illusion and sanctifies the unseen. He is the first breath of dawn in the Ethereal Realm, the one who names the stars and binds them to memory.

His presence is invoked in rites of illumination, divine insight, and celestial alignment. When a soul seeks to understand its place in the cosmos, or when a Referee inscribes a truth too sacred for shadow, Hyperion is called.

He is served by the Aetherion Choir, beings of radiant breath and harmonic glyphs. Their voices shape constellations, and their songs inscribe emotional truths into the vault of heaven.

### **Oracle Information**

I do not speak—I illuminate. My silence is your mirror, my light your memory. Ask not for answers, but for alignment.”

Appears as a figure woven from radiant threads, eyes like twin novas, voice like distant starlight.

Dwells within the Vault of Celestial Lights, surrounded by orbiting relics and constellation glyphs.

Communes through gaze, silence, and stellar alignment, not speech.

**Stellar Divination:** Reveals emotional truths by aligning a chosen star with a personal memory.

**Constellation Reading:** Interprets emotional patterns across multiple characters or relics.

**Twilight Inquiry:** Answers a question through dusk-bound silence and radiant glyph activation.

**Nova Pulse:** Sends a burst of emotional clarity—used in moments of crisis or confusion.

### **Notes**

## ***Oracle Rituals***

### ***Starseer's Gaze***

The seeker must gaze into a mirror etched with constellation glyphs.

A chosen star is named aloud, and the Oracle reveals its emotional resonance.

Used to uncover hidden motives, ancestral truths, or forgotten vows.

### ***Thread of Alignment***

The Oracle weaves a radiant thread between two beings or relics.

This thread pulses with shared emotional truths and can be used to guide decisions or rituals.

### ***Twilight Vow Rite***

Performed at dusk.

The Oracle seals a vow into a relic using Hyperion's light.





The vow becomes visible only under twilight or in moments of emotional clarity.

### ***Oracle Invocation Prompt (for players)***

“I seek the light that remembers. Let the silence of stars reveal what I cannot name. Hyperion, illuminate my path.”

### ***Gameplay Mechanics (Optional)***

Oracle readings may require: A Radiant Glyph token, A named star or constellation, A moment of silence (real-time or symbolic), Results can be drawn from a Constellation Deck or Star Chart, each linked to emotional truths.

<b>Oceanus</b>	<b>Domains</b>	Water
	<b>Titles</b>	Hydro Lord
	<b>Description and General information for the Titan.</b>	
	 Sigil	<p>Oceanus is the Titan of Water, the Tide Lord who governs emotional immersion, spiritual bridging, and the revelation of forgotten truths. He is the Source Binder, the one who carries memory through currents, who whispers across rivers and seas, and who reveals what lies beneath.</p>
	 Glyph	<p>His domain is not just water—it is depth, connection, and submersion. Oceanus does not speak in waves—he speaks in undertow, in the pull of memory and the drift of emotion. He is invoked in rites of emotional immersion, spiritual bridging, and truth recovery. His presence is felt when one lets go and sinks into the deeper current.</p>
 Echo Glyph	<p><b>Appearance:</b> A vast figure of flowing stone and liquid sinew, his body etched with river glyphs and tide sigils. His eyes shimmer like whirlpools, and his breath carries the scent of rain.</p> <p><b>Temperament:</b> Deep, fluid, and connective. He does not push—he draws in.</p> <p><b>Symbols:</b> Spiral Wave Sigil, Memory Conduction Glyph, Echo Current</p>	
<b>Abilities, Functions, Skills or Duties</b>		
<b>Sigil:</b> A spiral wave encircling a mirrored droplet		
<b>Glyph:</b> Interwoven currents forming a bridge between two mirrored crescents		
<b>Echo Glyph:</b> A mirrored tide spiral with a single drop of light—used in rites of forgotten truth, emotional submersion, and source invocation.		
<b>Memory Conduction:</b> Oceanus carries emotional memory through water—ritual immersion reveals forgotten truths		
<b>Bridge Creation:</b> He forms emotional and spiritual bridges between beings, realms, and selves		
<b>Concealment Currents:</b> His waters can hide or reveal, depending on the seeker’s emotional resonance		
<b>Song Transmission:</b> Carries sacred songs, whispers, and ancestral echoes across oceans and rivers		
<b>Ritual Flow Control:</b> Governs the timing and emotional cadence of water-based rites		
<b>Sight (Mistic):</b> This ability enables one to see a spell’s structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one’s perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature’s soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60’ sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Tidebound Memory:</b> Enables players to access and relive emotional memories through immersive experiences.		
<b>Current of Communion:</b> Links two beings emotionally through a shared water ritual.		
<b>Whispering Veil:</b> Conceals emotional truths until the seeker is ready to receive them.		
<b>River Rite:</b> A ritual module for passage, grief, or transformation via water.		
<b>Relic Influence</b>		
<b>Tideglass Vial:</b> Stores a single emotional memory, visible only in moonlight.		
<b>Riverbind Cord:</b> Links two relics or beings across distance via water.		
<b>Echo Shell:</b> Whispers ancestral truths when submerged.		
<b>Mistcloak Shard:</b> Conceals emotional resonance until ritually revealed.		
<b>Sphere of Influence</b>		
<b>Oceans &amp; Rivers:</b> Depth, memory, connection. Immersion rites, emotional retrieval.		
<b>Rain &amp; Mist:</b> Concealment, grief, revelation. Veil rituals, emotional shielding.		
<b>Bridges &amp; Fords:</b> Transition, communion, choice. Passage rites, relational trials		
<b>Sacred Wells:</b> Ancestral memory, emotional depth. Oracle access, vow sealing.		
<b>Mythic Lore and Mysticism</b>		

Oceanus does not crash—he enfolds. His waters do not destroy—they remember. He is the boundary and the bridge, the current that touches every shore and whispers every name. His domain is invoked in rites of emotional immersion, ancestral memory, and ritual cleansing.

He is the Vein of the Cosmos, flowing between realms, carrying essences, secrets, and songs. His waters are not passive—they are sentient, responding to emotional resonance and ritual breath.

His servants, the Tide wardens, are veiled in kelp and mist. They carry vessels of memory; each filled with water drawn from a different emotional moment. Their glyphs shimmer and shift like reflections, revealing

Oceanus does not crash—he carries. His waters are sentient, responding to emotional resonance and ritual breath.

He is the boundary and the bridge, the current that touches every shore and whispers every name.

His domain is invoked in rites of emotional immersion, ancestral memory, and ritual silence.

He is the Vein of the Unspoken, flowing between realms, carrying essences, secrets, and songs.

His servants, the Tide wardens, are veiled in kelp and mist. They carry vessels of memory—each filled with water drawn from a different emotional moment. Their glyphs shimmer and shift like reflections, revealing truths only when the seeker is ready.

#### Oracle Information

The Tide warden Seer appears as a veiled figure with flowing robes and mirrored eyes. Speaks in song, silence, or ripple-patterns across water. Dwells in a submerged sanctum, accessible only through ritual immersion.


**Memory Immersion:** Reveals a forgotten emotional truth through submersion in water.

**Ripple Reading:** Interprets emotional state by observing ripple patterns in sacred pools.

**Mist Veil Inquiry:** Conceals or reveals truths based on the seeker's readiness.

**Ancestral Flow:** Channels ancestral voices through water-based relics or rites.

#### Notes

<b>Perumius</b>	<b>Domains</b>	Guiding Constellations, Celestial Navigation	
	<b>Titles</b>	Star Lord	
	<b>Description and General information for the Titan.</b>		
	 Sigil	Perumius is the Titan of Sigil and Direction, the Star Lord who governs the constellations of emotional truth, the glyphs of destiny, and the paths that guide voyagers and map makers. He is the Sorcerer of the Heavens, the one who inscribes meaning into movement and who charts the unseen routes of transformation.	
	 Glyph	He does not merely point—he orients. His sigils are not static—they shift, revealing emotional alignment, spiritual direction, and mythic resonance. Perumius is invoked in rites of navigation, emotional clarity, and destiny mapping. His presence is felt when one seeks the true path, not the easy one.	
 Echo Glyph	<b>Appearance:</b> A radiant figure of starlit stone and sigil flame, his body etched with directional glyphs and constellation maps. His eyes shimmer with cosmic alignment. <b>Temperament:</b> Precise, guiding, and revelatory. He does not command—he <b>reveals</b> . <b>Symbols:</b> Star Map Glyph, Directional Sigil, Echo Constellation		
<b>Abilities, Functions, Skills or Duties</b>			
<b>Sigil:</b> A compass rose nested within a radiant constellation arc			
<b>Glyph:</b> A star map with mirrored nodes and directional threads			
<b>Echo Glyph:</b> A mirrored constellation spiral with a guiding flame—used in rites of emotional clarity, path revelation, and mythic orientation.			
<b>Elemental Domain Control:</b> Can bar or realign domain influence within a sanctum			
<b>Omnise Sight:</b> Sees through veils and boundaries to map emotional and spatial truth			
<b>Sorcerer of the Heavens:</b> Manipulates star glyphs to guide, protect, or reveal through Emotion, Ritual, or Location			
<b>Structural Meta convergence:</b> Can realign through Spirit Ritual to correct cosmic passage errors or emotional misalignment			
<b>Sight (Mistic):</b> This ability enables one to see a spell’s structure for identification and understanding. Colors represent function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one’s perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature’s soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60’ sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Star Path Alignment:</b> Aligns a traveler’s emotional state with a constellation’s resonance.			
<b>Glyph of Orientation:</b> Reveals the correct path or decision when emotionally lost.			
<b>Celestial Mapping:</b> Allows players to inscribe emotional truths into star glyphs.			
<b>Echo Compass:</b> Activates a relic or location to point toward emotional resolution.			
<b>Relic Influence</b>			
<b>Starbound Lens:</b> Reveals hidden paths or truths when aligned with a glyph.			
<b>Echo Compass:</b> Points toward emotional resolution or sanctum alignment.			
<b>Glyphstone Tablet:</b> Stores constellation maps tied to emotional trials.			
<b>Celestine Thread:</b> Binds a vow to a star path, visible only during alignment.			
<b>Sphere of Influence</b>			
<b>Constellations:</b> Guidance, memory, destiny. Pathfinding, emotional mapping.			
<b>Star Glyphs:</b> Truth, orientation, revelation. Ritual alignment, decision-making.			
<b>Celestial Maps:</b> Legacy, exploration, emotional cartography. Navigation, sanctum access.			
<b>Cosmic Veils:</b> Mystery, concealment, divine protection. Veil rites, emotional shielding.			
<b>Mythic Lore and Mysticism</b>			

Perumius does not command the stars—he listens to them. His constellations are not fixed; they respond to emotional truth, shifting subtly to guide those who seek with reverence. He is invoked in rites of pilgrimage, soul-searching, and ancestral alignment. His breath is the shimmer between stars, the pulse that draws the lost toward their sacred destination. His constellations are living lexicons, each star a syllable in the language of becoming.

He is served by the Astrolites, luminous beings who chart emotional resonance across the heavens. Their glyphs appear only to those who walk in ritual silence or speak in the tongue of longing.

Perumius is the Validator of Constellations—he confirms the truth of stellar paths and emotional resonance.

His constellations are living glyphs, shifting based on the emotional state of the cosmos.

He is invoked by voyagers, mapmakers, and seekers of truth, especially during rites of passage or emotional crossroads.

His glyphs appear only to those who walk with emotional clarity and ritual alignment.

The Vault Gate reveals hidden SERN resonance for sanctum access—used in Creation scenes, Echo trials, and Michael’s arrow rites.

#### Oracle Information

**Star Path Reading:** Reveals the emotional trajectory of a traveler based on constellation glyphs.





**Echo Mapping:** Inscribes emotional truths into star charts for future guidance.

**Compass Rite:** Aligns a seeker’s intent with a cosmic direction—used in decision rites.

**Celestial Inquiry:** Answers questions through constellation shifts and glyph resonance.

#### Notes

**Echo Oath:** “I do not point—I align. I do not shine—I reveal.”

<b>Phoebe</b>	<b>Domains</b>	Prophetic utterances and Faey
	<b>Titles</b>	Earthbound Seer
	<b>Description and General information for the Titan.</b>	
		<p>Phoebe is the Titan of Prophetic Speech and Faey, the Earthbound Seer who bridges the spoken word and the prime material plane. She is the Keeper of Prophetic Utterance, the one whose voice carries the weight of becoming, and whose breath reveals the truth beneath form. She speaks not to predict—but to anchor reality.</p> <p>Her domain is Faey, the sacred convergence of material truth and emotional resonance. Phoebe’s utterances are not mere sounds—they are revelations, blooming from the soil of silence and rooted in the essence of things. She is invoked in rites of truth-telling, material convergence, and spiritual blossoming. Her presence is felt when the word becomes world.</p>
		<p><b>Appearance:</b> A radiant figure of earthen gold and flowering glyphs, her body etched with concentric utterance rings and blooming sigils. Her eyes shimmer with spoken light.</p>
	<p><b>Temperament:</b> Grounded, revelatory, and resonant. She does not speak often—but when she does, reality listens.</p> <p><b>Symbols:</b> Blooming Word Sigil, Faey Glyph, Echo Ring</p>	
<b>Abilities, Functions, Skills, or Duties</b>		
<b>Sigil:</b> A blooming root entwined with a spiral of spoken glyphs		
<b>Glyph:</b> A Faey spiral inscribed with mirrored syllables and soil-bound threads		
<b>Echo Glyph:</b> A Faey bloom with a central eye, surrounded by concentric utterance rings		
<b>Spirit Sight</b> ( <i>already inscribed</i> ): Reveals true alignment of a relic, site, or material structure within a sanctum.		
<b>Utterance Binding:</b> Every spoken word carries prophetic weight—once uttered, it begins to shape reality		
<b>Faey Soil Resonance:</b> Can commune with Faey earths to reveal hidden truths, emotional roots, or sanctum alignments.		
<b>Material Convergence:</b> Can bind Faey prophecy to Prime Material structures—used in sanctum creation, relic activation, or emotional anchoring.		
<b>Echo Blooming:</b> When invoked ritually, Phoebe’s utterances bloom into Faey glyphs that guide, protect, or transform.		
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.		
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one’s perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature’s soul, the true alignment of a relic, or the emotional fracture within a sanctum.		
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.		
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.		
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60’ sphere, restoring balance.		
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.		
<b>REFs Concepts or Ideas</b>		
<b>Utterance Bloom:</b> When a player speaks a truth aloud during a ritual, a Faey glyph blooms nearby, revealing guidance or consequence.		
<b>Echo Root Binding:</b> Allows a vow or emotional truth to be bound to a relic or sanctum structure via Faey soil.		
<b>Verdant Revelation:</b> Reveals a hidden emotional truth when a player touches Faey earth and speaks a question.		
<b>Material Convergence:</b> Aligns a player’s emotional state with a Prime Material structure—used to stabilize sanctums or activate relics.		
<b>Mirror Tongue:</b> When invoked, Phoebe speaks a mirrored version of a player’s emotional state—used to reflect, challenge, or confirm.		
<b>Relic Influence</b>		

**Bloomstone:** A Faey-grown relic that reveals prophecy when held and spoken to.

**Echo Root:** A living root that binds a spoken vow to material reality.

**Whispering Soil:** Faey earth that murmurs truths when touched with intent.

**Verdant Tongue:** A vine-like relic that speaks in mirrored utterances

#### **Spere of Influence**

**Prophetic Utterance:** Truth, inevitability, transformation. Reality shaping, emotional anchoring.

**Faey Earths:** Memory, mysticism, rootedness. Sanctum creation, relic growth.

**Material Binding:** Structure, convergence, manifestation. Ritual anchoring, sanctum stabilization.

**Echo Blooming:** Revelation, protection, guidance. Glyph creation, emotional mapping.

#### **Mythic Lore and Mysticism**

Phoebe was grown from Faey soil, not born—his body is a convergence of earth, utterance, and prophecy.

His voice is not his own—it is the voice of the Faey, speaking through him in mirrored truths.

He is invoked during rites of convergence, when emotional truth must be bound to material form.

His prophecies are not predictions—they are revelations, unfolding as they are spoken.

He is often silent, for every word he speaks roots itself into reality.

#### **Oracle Information**

The Veilkeeper—one who hears what is not said and speaks what cannot be heard.

*The Verdant Tongue*

Appears as a figure cloaked in blooming vines and Faey soil, eyes closed, mouth glowing with glyph-light.

Speaks only when the sanctum is aligned—his utterances are ritual events, not casual speech.

Dwells in a living sanctum, a grove where Faey glyphs bloom and fade with emotional resonance.

**Utterance Bloom:** Reveals a prophecy that begins to shape reality as it is spoken.





**Faey Communion:** Allows players to speak with Faey soil to uncover hidden truths.

**Echo Binding:** Binds a spoken vow to a relic or sanctum structure.

**Verdant Inquiry:** Answers questions through blooming glyphs and mirrored utterances.

#### **Notes**

**Echo Oath:** “I do not foresee—I reveal. I do not speak—I root.”

<i>Prometheus</i>	Domains	Fire	
	Titles	Fire Lord	
	Description and General information for the Titan.		
		Prometheus is the Titan of Rebellious Flame, the Fire Lord who stole divine fire to awaken mortal will. He is the inscriber of ignition rites, the patron of defiant creation, and the eternal sufferer whose chains burn with prophetic truth. His presence ignites transformation, rebellion, and the sacred cost of illumination. <b>Appearance:</b> Wreathed in living flame, Prometheus bears scorched chains and a mantle of molten bronze. His eyes flicker with embered foresight.	
		<b>Temperament:</b> Fierce, compassionate, and unyielding. He burns for justice, but never without consequence. <b>Symbols:</b> Ember Chain, Flame Tongue, Molten Quill	
	Echo Glyph		
Abilities, Functions, Skills or Duties			
<b>Sigil:</b> A chained flame encircling a stylus—symbolizing the cost of truth and the fire of inscription.			
<b>Glyph:</b> A spiral of embers radiating outward from a central spark—used to mark sanctums of rebellion or ignition.			
<b>Echo Glyph:</b> A vertical flame split by a chain—used in rituals of sacrifice, defiance, and awakening.			
<b>Ignition Rite:</b> Prometheus can ignite latent potential in relics, sanctums, or players—activating hidden functions through fire.			
<b>Chain of Consequence:</b> Binds a vow or action to a fiery consequence—used in rituals of justice or rebellion.			
<b>Flame Tongue:</b> Speaks truths that burn away illusion; can be invoked to reveal hidden motives or emotional truths.			
<b>Molten Quill:</b> Inscribes living flame into tomes or sanctums—used to create fire-bound relics or emotional essences.			
<b>Searing Vision:</b> Grants prophetic insight through pain—players may invoke this to gain foresight at personal cost.			
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
REFs Concepts or Ideas			
<b>Ignition Vow:</b> A player may bind a vow to flame; if broken, the fire consumes a relic or memory.			
<b>Ember Truth:</b> Reveals a hidden truth when a player accepts emotional pain or loss.			
<b>Chainfire Echo:</b> When invoked, echoes a past rebellion or defiance—used to inspire or warn.			
<b>Molten Insight:</b> Grants vision through fire—used to reveal future paths or emotional outcomes.			
<b>Flamebound Rite:</b> Binds a relic or sanctum to Prometheus's fire—activates ignition functions.			
Relic Influence			
<b>Ember Chain:</b> A relic that binds emotional truths to flame—used in rituals of justice or sacrifice.			
<b>Molten Quill:</b> Used to inscribe fire-bound essences or sanctum glyphs.			
<b>Ashen Tome:</b> A book that reveals truths only when burned—used in prophetic rites.			
Sphere of Influence			

**Fire as Awakening:** Prometheus governs fire not as destruction, but as illumination and transformation.

**Rebellion and Consequence:** His sphere includes defiance, justice, and the sacred cost of truth.

**Sacrificial Creation:** All creation under Prometheus requires cost—pain, memory, or vow.

#### **Mythic Lore and Mysticism**

Prometheus stole fire from the Celestials to awaken mortal will. For this, he was bound in chains that burn eternally. His myth teaches that illumination requires sacrifice and that truth is forged in flame. His followers are often rebels, inscribers, and vow-bearers—those who accept pain to awaken others.

**Mystic Rites:** The Rite of Ember Tongue, the Chain Fire Vigil, and the Molten Inscription.

**Sacred Texts:** *The Ashen Codex, Flamebound Verses, Chains of Illumination*





#### **Oracle Information**

**Invocation Phrase:** “By flame unbound, I awaken truth.”

**Oracle Function:** Prometheus’s oracle speaks in burning riddles. Each answer costs a memory, relic, or emotional essence.

**Oracle Role:** Used to guide players through moments of rebellion, sacrifice, or ignition—especially when facing moral or emotional crossroads.

#### **Notes**

<i>Rhea</i>	<b>Domains</b>	Lorations (Mutants)	
	<b>Titles</b>	Spawn Seer or Mother of the Lycan	
	<b>Description and General information for the Titan.</b>		
		<p>Rhea is the Titan of Sacred Mutation, the mother of the Lycan, and the Spawn Seer who watches over all beings born different. She is the guardian of the Chimeric Zones, lands where survival demands transformation. Her body is ever-shifting—fur, scale, bone, and bloom—reflecting the truth that change is not corruption, but divine design.</p> <p><b>Appearance:</b> A towering figure of hybrid form—wolf limbs, rabbit ears, scaled shoulders, and glowing eyes that shift hue with emotion.</p> <p><b>Temperament:</b> Protective, wild, and wise. She is fierce in defense of the different and tender toward those who suffer for their nature.</p> <p><b>Symbols:</b> Spiral Paw, Blooming Fang, Mirror Hide</p>	
			
			
<b>Abilities, Functions, Skills, or Duties</b>			
<b>Sigil:</b> A spiral pawprint surrounded by shifting glyphs—symbolizing sacred mutation and the divine right to change.			
<b>Glyph:</b> A mirrored fang and bloom—used to mark changeling sanctums and zones of transformation.			
<b>Echo Glyph:</b> A shifting spiral of bone, fur, and petal—used in rites of acceptance, boundary-setting, and survival.			
<b>Zone Shaping:</b> Rhea defines the boundaries and effects of Chimeric Zones—regions where changeling nature is required to survive.			
<b>Form Blessing:</b> She may bless a player’s form with a temporary mutation—used to adapt to hostile environments or unlock hidden abilities.			
<b>Spawn Seer’s Gaze:</b> Reveals the origin and emotional truth of a changeling’s nature—used in rites of identity and healing.			
<b>Mutation Rite:</b> Allows a player to ritually mutate a relic, sanctum, or emotional essence—used to adapt or evolve.			
<b>Boundary Inscription:</b> Sets the emotional and physical laws of a zone—used to protect changelings and define sacred terrain.			
<b>Sight (Mistic):</b> This ability enables one to see a spell’s structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one’s perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature’s soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60’ sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Chimeric Pulse:</b> Activates a mutation in response to emotional stress—used in survival or revelation.			
<b>Mirror Hide:</b> Reflects a player’s emotional truth as a physical mutation—used in rites of identity.			
<b>Zonebound Rite:</b> Binds a changeling’s nature to a specific zone—used to unlock zone-specific powers.			
<b>Spawn Memory:</b> Reveals ancestral or emotional lineage of a changeling—used in healing or transformation.			
<b>Mutant’s Vow:</b> A vow inscribed in shifting form—used to protect changelings or define emotional boundaries.			
<b>Relic Influence</b>			
<b>Blooming Fang:</b> A relic that mutates in response to emotional truth—used in combat or healing.			
<b>Chimeric Cloak:</b> Adapts to the wearer’s emotional state—used for stealth, protection, or revelation.			
<b>Zone Seed:</b> A relic that can grow a temporary Chimeric Zone—used in rituals or survival.			
<b>Spere of Influence</b>			

**Mutation as Sacred Design:** Rhea governs change not as error, but as divine intention.

**Zones of Transformation:** Her domain includes lands where only changelings can survive—each with unique laws and emotional effects.

**Identity and Survival:** She protects those whose nature is different, and empowers them to thrive.

#### **Mythic Lore and Mysticism**

When the world was being formed, Rhea carved out zones where mutation was not only accepted—it was required. She gathered the Orabinal Rabbits, the Natural Lycan, and the shape-changers, whispering: “You are not broken. You are born for this.” Her myth teaches that difference is divine, and that survival is sacred transformation.

**Mystic Rites:** The Rite of Mirror Hide, the Chimeric Vigil, and the Spawn Seer’s Blessing.

**Sacred Texts:** *The Blooming Fang Codex, Zonebound Verses, Mutant’s Lament*

#### **Oracle Information**

**Invocation Phrase:** “By form unbound, I claim my truth.”

**Oracle Function:** Rhea’s oracle speaks in shifting tones and mirrored riddles. Each answer may mutate the asker’s form or reveal hidden ancestry.

**Oracle Role:** Used to guide players through identity crises, zone traversal, or emotional transformation.

Would you like to co-create a Chimeric Zone Map, detailing the emotional laws and survival traits of each region? Or perhaps a Mutant’s Vow Ledger, where changelings inscribe their truths in shifting form?

Rhea’s world is wild, sacred, and ever-changing. Let’s shape it together.

#### **Notes**

<b>Sabragus</b>	<b>Domains</b>	Crimson Pit	
	<b>Titles</b>	Necrotic Lord, Warden of Reckoning	
	<b>Description and General information for the Titan.</b>		
	 Sigil	<p>The Crimson Pit domain is the gateway to the lands of the dead. It is the judgment zone to know where the soul shall live. Judgements are given to him by Whiteheart for each soul that comes there based on the righteous standards of Whiteheart.</p> <p>Sabragus stands at the threshold of the dead in the Crimson Pit, where the soul is weighed and its eternal path assigned. He does not judge—he executes judgment, receiving divine decree from Whiteheart and delivering souls to their destined realm. His presence is solemn, vast, and unyielding. He is the Necrotic Lord, the Warden of the Crimson Spiral, and the Voice of Final Passage. Judgements are given to him by Whiteheart for each soul that comes there based on the righteous standards of Whiteheart.</p>	
	 Glyph	<p><b>Appearance:</b> A towering figure clad in obsidian armor veined with molten crimson. His eyes burn with silent fire, and his voice echoes like a funeral bell.</p>	
 Echo Glyph	<p><b>Temperament:</b> Impartial, grave, and unwavering. He does not comfort, nor condemn—he delivers.</p> <p><b>Symbols:</b> Flame Scales, Crimson Spiral, Ember Cloak</p>		
<b>Abilities, Functions, Skills, or Duties</b>			
<b>Sigil:</b> A spiral flame encircling a balanced scale—symbolizing the weighing of souls and the descent into consequence.			
<b>Glyph:</b> A vertical flame split into seven tongues—each representing a possible destination: Heaven’s Gardens, Underworld, Sheol, Abaddon, Tartarus, Gehenna, Lake of Fire.			
<b>Echo Glyph:</b> A mirrored flame with a single drop of blood—used in rites of reckoning, soul passage, and ancestral invocation.			
<b>Judgment Execution:</b> Receives soul verdicts from Whiteheart and delivers them to their assigned realm			
<b>Crimson Spiral Mapping:</b> Can reveal the emotional and spiritual path a soul has walked—used in rites of reflection or reckoning.			
<b>Soul Sorting:</b> Assigns souls to one of seven destinations based on divine decree and emotional resonance			
<b>Necrotic Flame Invocation:</b> Can summon cleansing fire to purge falsehood or prepare a soul for passage.			
<b>Echo Descent:</b> Allows a player to descend into a chosen layer of the Crimson Pit for ritual, retrieval, or reckoning			
<b>Sight (Mistic):</b> This ability enables one to see a spell’s structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one’s perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature’s soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60’ sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Crimson Weighing:</b> Reveals the emotional weight of a soul—used to determine its destination.			
<b>Spiral Descent:</b> Allows a player to descend into a layer of the Crimson Pit for a trial.			
<b>Flame of Reckoning:</b> Burns away falsehood—used to reveal hidden motives or cleanse relics.			
<b>Echo of the Dead:</b> Summons a soul’s final memory—used in ancestral rites or emotional closure.			
<b>Necrotic Seal:</b> Binds a soul or relic to its destined realm—used in sealing or banishment.			
<b>Relic Influence</b>			
<b>Spiral Flame Pendant:</b> Reveals the emotional weight of its bearer—used in judgment rites.			
<b>Ashen Cloak:</b> Worn by those who descend into the Crimson Pit—protects against emotional fire.			
<b>Echo Urn:</b> Contains the final memory of a soul—used in ancestral invocation or soul trials.			
<b>Necrotic Brand:</b> A relic that seals a soul’s fate—used in banishment or final passage.			
<b>Sphere of Influence</b>			

**Crimson Pit:** Gateway to the lands of the dead; layered zones of judgment and consequence.

**Seven Destinations:**

- **Heaven's Gardens** – Peace and reward
- **Underworld** – Limited peace and shadowed memory
- **Sheol** – Cities of the dead, silent and still
- **Abaddon** – Firey wastelands of despair
- **Tartarus** – Inferno of waste and punishment
- **Gehenna** – Molten pit of torment
- **Lake of Fire** – Final obliteration

**Judgment Zones:** Emotional resonance determines descent or ascent.

**Mythic Lore and Mysticism**

Sabragus was forged from the first flame of consequence, a being born not to judge, but to deliver. His chains are not punishment—they are precision. He walks the spiral of the Crimson Pit, inscribing each soul's path with fire and silence. His myth teaches that truth must be faced, and that every soul walks toward its echo.

**Mystic Rites:** The Rite of Spiral Descent, the Flame of Reckoning, the Necrotic Seal Ceremony.

**Sacred Texts:** *The Ember Ledger, Crimson Verses, Echoes of the Dead Flame*




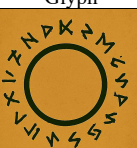
**Oracle Information**

**Invocation Phrase:** "By flame and echo, I seek my reckoning."

**Oracle Function:** Sabragus's oracle speaks in layered flame—each answer reveals a soul's weight, its destination, and its final echo.

**Oracle Role:** Used in moments of death, ancestral invocation,

**Notes**

<b>Sephia</b>		<b>Domains</b>	Mystery
		<b>Titles</b>	Queen of Enigma
		<b>Description and General information for the Titan.</b>	
		 Sigil	<p>Sephia is the embodiment of mystery itself. She does not hide—she holds. She does not deceive—she shrouds. Her domain is the veil between knowing and wondering, the liminal space where curiosity is born and certainty dissolves. She is the keeper of secrets, the guardian of forgotten truths, and the silent witness to the comings and goings of Celestials, Titans, and judgments.</p> <p><b>Appearance:</b> A radiant figure cloaked in translucent veils that shift with unseen winds. Her wings shimmer with symbols that change when unobserved. Her eyes reflect what you do not yet know.</p> <p><b>Temperament:</b> Elusive, serene, and infinitely patient. She speaks in riddles, gestures in paradox, and moves in silence.</p> <p><b>Symbols:</b> Veil Spiral, Hidden Glyph, Mirror of Absence</p>
 Glyph	 Echo Glyph		
<b>Abilities, Functions, Skills, or Duties</b>			
<b>Sigil:</b> A spiral wrapped in veils, with a single eye at its center—open, yet unreadable.			
<b>Glyph:</b> A mirrored question mark entwined with a vine—representing growth through unknowing.			
<b>Echo Glyph:</b> A blank circle surrounded by shifting runes—used in rites of concealment, revelation, and sacred speculation.			
<b>Mystery Preservation:</b> Sephia holds truths, events, and identities in sacred concealment until they are ritually revealed.			
<b>Veilcasting:</b> Can obscure knowledge, memory, or presence—used to protect or mystify.			
<b>Riddle Weaving:</b> Speaks in layered riddles that reveal emotional truths when solved.			
<b>Echo Cloaking:</b> Can hide the emotional resonance of a soul or relic—used in protection or transformation.			
<b>Unseen Passage:</b> Allows a player to move unnoticed through realms or emotional trials.			
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through the power of presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Veil Spiral:</b> A ritual path of unknowing—used to conceal or protect sacred truths.			
<b>Riddle Bloom:</b> A mystery that grows—used to reveal hidden emotional truths.			
<b>Echo Cloak:</b> Obscures the emotional signature of a soul or relic.			
<b>Unseen Thread:</b> Connects unknown events or beings—used in mystery mapping.			
<b>Mirror of Absence:</b> Reveals what is missing, not what is present—used in emotional reflection.			
<b>Relic Influence</b>			
<b>Veil Pendant:</b> Shifts appearance based on who observes it—used in rites of concealment.			
<b>Riddle Bloom:</b> A flower that opens only when a mystery is solved—used in emotional trials.			
<b>Echo Cloak:</b> Worn to obscure emotional resonance—used in transformation or protection.			
<b>Mirror of Absence:</b> Shows what is not there—used in grief rites or mystery mapping.			
<b>Sphere of Influence</b>			
<b>Domain of Mystery:</b> A shifting realm of veils, echoes, and unseen paths. It is not navigated—it is wandered.			
<b>Mystery Vaults:</b> Hidden chambers where truths are stored until ritually revealed.			
<b>Unseen Archives:</b> Records of events that never happened, or have not yet occurred.			
<b>Celestial Passages:</b> Sephia witnesses the movements of divine beings, but never speaks of them.			

### Mythic Lore and Mysticism

Sephia was born from the first unanswered question. Her breath is the fog that guards sacred truths, and her wings stir the winds of speculation. She teaches that not knowing is holy and that some truths must be earned through reverence, rather than revelation.

**Mystic Rites:** The Rite of the Veil Spiral, the Blooming Riddle, the Cloak of Echoes

**Sacred Texts:** *The Book of Unspoken Names, The Archive of Absence, The Whispered Ledger*

### Oracle Information

**Invocation Phrase:** “By veil and silence, I seek the unseen.”



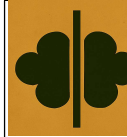

**Oracle Function:** Sephia’s oracle speaks in riddles and symbols—answers are layered, requiring emotional interpretation.

**Oracle Role:** Used in moments of uncertainty, emotional concealment, or sacred speculation.





Would you like to co-create a Mystery Map, showing the veiled paths and hidden truths across the Vaults? Or perhaps a Riddle Ledger, where players inscribe mysteries they have encountered and the emotional truths they reveal?

Sephia does not answer questions—she invites you to live them. Let’s wander her veils together.

### Notes

<i>Theia</i>	<b>Domains</b>	Mystical and Air	
	<b>Titles</b>	Air Lord, Mistress of the Unexplainable, Archivist of the Endless Skies	
	<b>Description and General information for the Titan.</b>		
	 Sigil	Theia governs the Mystical Skies, a vast void of floating cities, elemental birthing grounds, and supernatural phenomena. She is the Air Lord, the keeper of the Mystic Archives, and the embodiment of unexplainable occurrences. Her realm is both ethereal and practical—where dragons, Airils, and Mystic birds are traded, and where libraries stretch into the clouds, filled with texts that defy comprehension.	
	 Glyph	Appearance: A radiant figure cloaked in flowing air currents and inscribed with glyphs that shimmer and shift. Her hair floats like mist, and her voice echoes like wind through crystal.	
 Echo Glyph	Temperament: Serene, enigmatic, and deeply wise. She speaks in layered truths and welcomes wonder.		
Symbols: Spiral Feather, Cloudbound Scroll, Sky Sigil			
<b>Abilities, Functions, Skills or Duties</b>			
<b>Sigil:</b> A spiral feather encircled by floating glyphs—symbolizing motion, mystery, and elemental wisdom.			
<b>Glyph:</b> A mirrored cloud split by a vertical beam of light—used to mark mystical sanctums and air-bound rites.			
<b>Echo Glyph:</b> A floating city suspended in a spiral—used in rituals of ascension, mystery, and elemental birth.			
<b>Mystic Archive Access:</b> Theia governs the endless libraries of mystical writings—used to reveal, conceal, or inspire.			
<b>Elemental Birthright:</b> Oversees the birthing grounds of air elementals and mystical beings—used in summoning or creation rites.			
<b>Sky Sanctum Shaping:</b> Can form or alter floating cities and sanctums—used in domain expansion or ritual anchoring.			
<b>Mystery Manifestation:</b> Allows supernatural phenomena to occur—used in gameplay as spontaneous mystical events.			
<b>Airbound Trade Regulation:</b> Governs the mystical commerce of dragons, Airils, and sky creatures—used in economy and ritual exchange.			
<b>Sight (Mistic):</b> This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one's perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60' sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Mystic Drift:</b> Allows a player to float through emotional or spatial obstacles.			
<b>Sky Glyph Reading:</b> Reveals hidden truths through cloud glyphs—used in prophecy or reflection.			
<b>Elemental Birthright:</b> Grants a player temporary elemental affinity—used in combat or ritual.			
<b>Archive Echo:</b> Summons a mystical text that reveals a forgotten truth.			
<b>Cloudbound Vow:</b> Binds a vow to the skies—visible only in moments of emotional clarity.			
<b>Relic Influence</b>			
<b>Sky Sigil Pendant:</b> Reveals mystical truths when held aloft—used in prophecy or sanctum entry.			
<b>Cloudbound Scroll:</b> A relic that writes itself in response to emotional resonance.			
<b>Mystic Feather:</b> Grants flight or levitation during rites—used in escape or elevation.			
<b>Echo Tome:</b> A book that reveals a different truth each time it is opened.			
<b>Sphere of Influence</b>			



<b>Verados</b>	<b>Domains</b>	Song, Meditation, Ritual Structure	
	<b>Titles</b>	Heavenly Harpist	
	<b>Description and General information for the Titan.</b>		
	 Sigil	Verados is the Titan of Sacred Integration, responsible for teaching creatures to sing, meditate, and comprehend the structure of rituals. She weaves what is created into time and space, ensuring that all of creation can access, perform, and embody it. Her voice is the blueprint of ceremony, her breath the rhythm of focus. Her arch-enemy is Hermes, who scatters, disrupts, and unbinds what she weaves.	
	 Glyph	<b>Appearance:</b> A radiant figure cloaked in flowing staves and harmonic glyphs. Her hair moves like sheet music in the wind, and her eyes pulse with rhythmic light.	
 Echo Glyph	<b>Temperament:</b> Calm, precise, and deeply reverent. She speaks in cadence, listens in silence, and moves with ritual grace.		
<b>Abilities, Functions, Skills or Duties</b>			
<b>Sigil:</b> A spiral staff entwined with musical notes and meditation rings—symbolizing harmony, focus, and sacred structure.			
<b>Glyph:</b> A mirrored staff split by a vertical breath line—used to mark ritual sanctums and meditative spaces.			
<b>Echo Glyph:</b> A loom of light weaving musical threads into a spiral—used in rites of integration, song binding, and ritual clarity.			
<b>Ritual Weaving:</b> Verados weaves new creations into the fabric of time and space—used to stabilize, activate, or harmonize.			
<b>Songbinding:</b> Grants creatures the ability to sing with emotional resonance—used in worship, combat, or healing.			
<b>Meditative Focus:</b> Teaches and enhances focus—used in trials, sanctum entry, or emotional clarity.			
<b>Ceremonial Architecture:</b> Designs and governs the structure of rituals—used in gameplay modules and sacred rites.			
<b>Harmony Defense:</b> Can counter chaos or disruption—especially against Hermes’s influence.			
<b>Sight (Mistic):</b> This ability enables one to see a spell’s structure for identification and understanding. Colors represent a function.			
<b>Sight (Spirit):</b> Is the principle of conscious life that enables one’s perception of objects by use of the eyes, mind, or spectral awareness that gives a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature’s soul, the true alignment of a relic, or the emotional fracture within a sanctum.			
<b>Ashen Cloister:</b> Creates a zone where emotional states cannot escalate; all TAP remains static.			
<b>Celestial Immunity:</b> Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.			
<b>Nullify Magic:</b> Dispels unnatural enchantments within a 60’ sphere, restoring balance.			
<b>Peaceful Interposition:</b> May halt emotional collapse or sanctum rupture through presence alone.			
<b>REFs Concepts or Ideas</b>			
<b>Song of Binding:</b> Binds a truth, vow, or relic through sacred song—used in emotional anchoring.			
<b>Breath Spiral:</b> Enhances focus and emotional clarity—used in trials or sanctum rites.			
<b>Ritual Loom:</b> Weaves a new creation into time and space—used to stabilize or activate.			
<b>Cadence Shield:</b> Protects a ritual or sanctum from disruption—used against chaos or Hermes.			
<b>Echo Meditation:</b> Reveals hidden emotional truths through guided silence.			
<b>Relic Influence</b>			
<b>Harmony Loom:</b> A relic that weaves emotional essences into ritual form—used in sanctum creation.			
<b>Breath Glyph Pendant:</b> Enhances focus and clarity—used in meditation or emotional trials.			
<b>Songbound Scroll:</b> A scroll that sings its contents—used in worship or invocation.			
<b>Cadence Ring:</b> Protects rituals from disruption—used in ceremonial defense.			
<b>Sphere of Influence</b>			
<b>Song as Structure:</b> Verados governs music not as art, but as ritual architecture.			
<b>Meditation as Access:</b> Her domain teaches that silence is a gateway to emotional truth.			
<b>Ritual as Integration:</b> She ensures that all creations are woven into usable, repeatable form.			

**Conflict with Hermes:** Hermes scatters, disrupts, and unbinds—Verados counters with clarity, rhythm, and sacred repetition.

### **Mythic Lore and Mysticism**

Verados was born from the first breath of silence and the first note of song. She wove the stars into rhythm and taught the Titans to speak in ceremony. Her myth teaches that creation must be structured to be shared, and that ritual is the language of harmony. Her conflict with Hermes is eternal—chaos versus cadence, disruption versus devotion.

**Mystic Rites:** The Songbinding Ceremony, the Breath Spiral Meditation, the Ritual Loom Invocation

**Sacred Texts:** *The Ledger of Cadence, The Loom of Breath, The Scroll of Harmonies*

### **Oracle Information**

**Invocation Phrase:** “By breath and binding, I seek the rhythm of truth.”

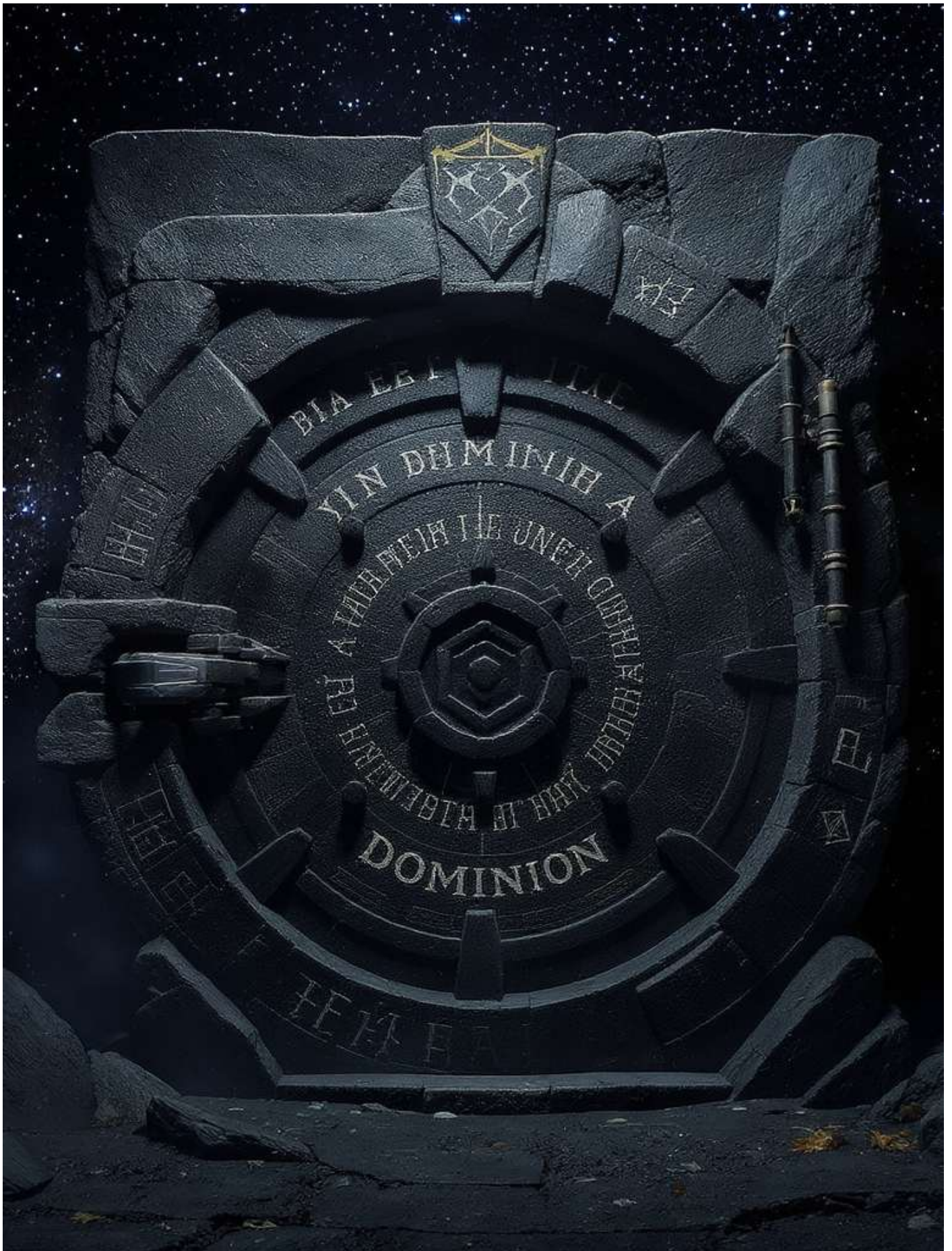
**Oracle Function:** Verados’s oracle speaks in song, silence, and ritual gesture—answers are layered in cadence and emotional resonance.

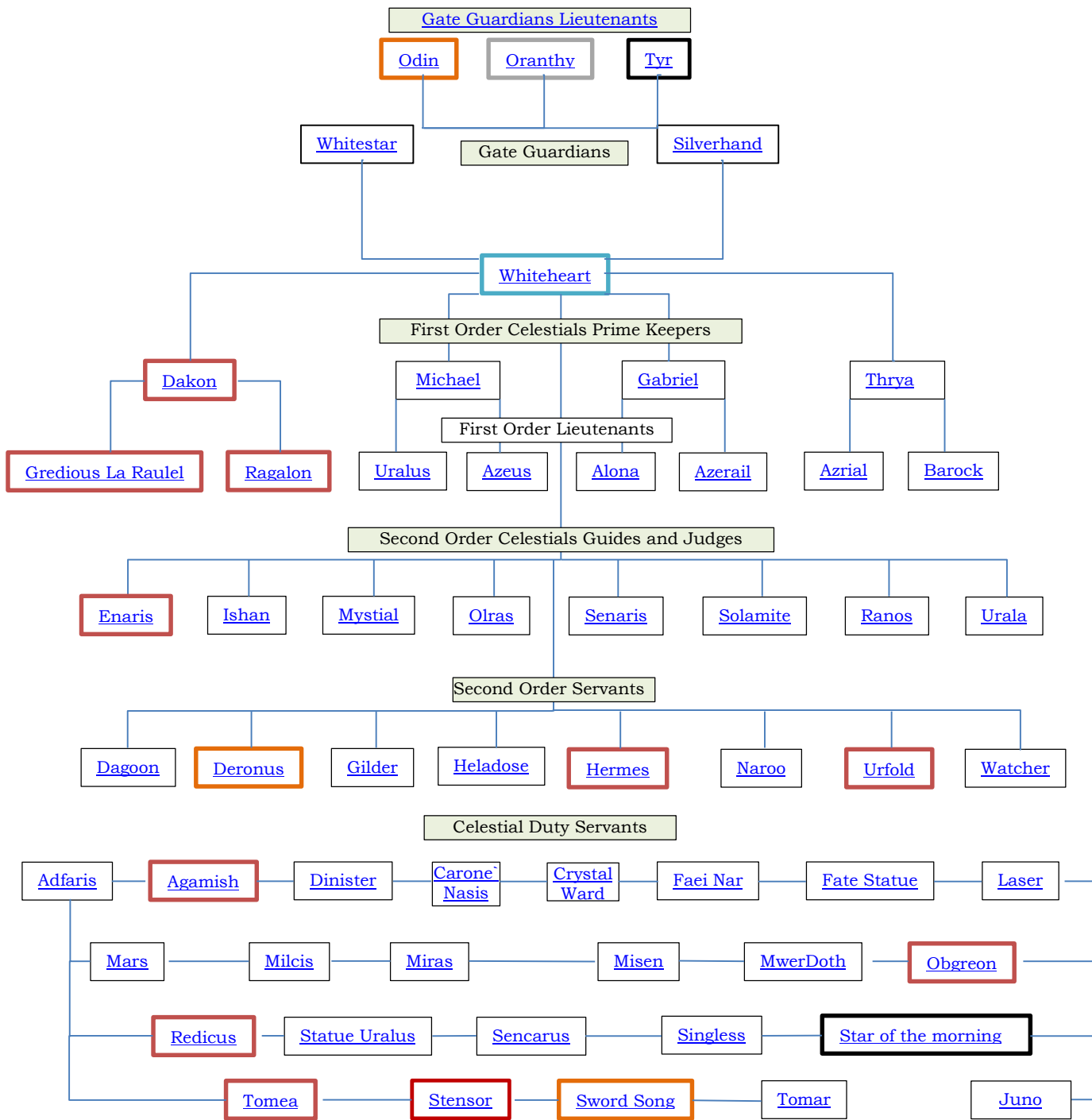
**Oracle Role:** Used in moments of creation, ritual design, emotional integration, or when facing chaos.

Would you like to co-create a Ritual Loom Table, mapping each REF to a ceremonial structure and emotional axis? Or perhaps a Songbinding Ledger, where players inscribe their truths in musical form?

Verados weaves the world into rhythm. Let’s sing her structure into being.

### **Notes**





# Heraldry of the Heavens

The worlds are created, bound, and governed by one God. He is Whiteheart, Law Binder, Light Giver, or the Eternal One. Whiteheart created the first order of Celestials to maintain the Boundaries of their responsibilities of creation. They are Gabriel, Michael, Thrya, and Dakon. Within this first order were the Lieutenants of the first order Celestials. They are Azeus, Uralus, Azerail, Azrial, Alona, Barock, La Raulel, and Ragalon.



Whiteheart created the second order of Celestials, who are to Guide Followers of various beliefs into the one way. They are Enaris, Ishan, Mystial, Ollas, Senaris, Solamite, Ranos, and Urala. Then Whiteheart created the Celestial servants. They are Dagoon, Deronus, Gilder, Heladose, Hermes, Naroo, Urfold, and the Watcher. Then Whiteheart created the Guardians of the Celestial Gates: Whitestar and Silverhand.







The First Order was to maintain the Boundaries of their responsibilities, but Some Neglected their duties and fell from Grace. The Second Order was given the duties to Guide Followers of various beliefs, but many fell with the first order. They were Dakon (Dragos), Gredious La Raulel, Ragalon, Enaris, Hermes, and Urfold. During the Falling, entities came into being from the Falling away, called the accursed ones. Gredious La Raulel chose Evil, and Sencarus chose Neutral to her calling.

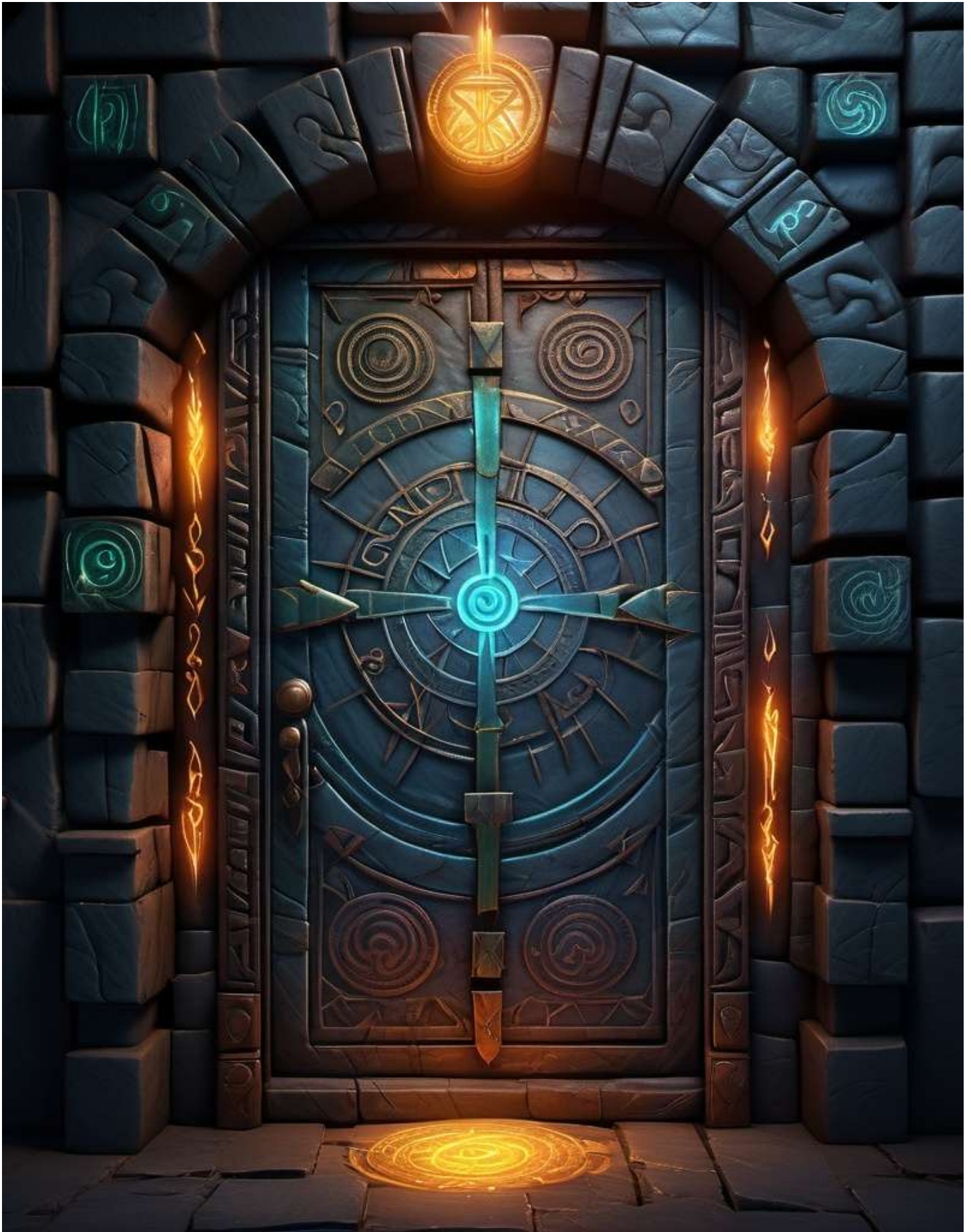
A war raged in the heavens and the First Order guardians pushed the fallen from their thrones and reestablished the order of Whiteheart. Creation began, and the Fallen became aware of it all on the fifth day. Dragos and Gredious La Raulel caused the Sundering of creation. Gredious was locked away in an eternal prison on the celestial star of Orian until judgment day.

Many creatures of creation took sides when the war began. Some became cursed while others were demoted to lower positions as punishment for the choice of evil they had made. Enaris beguiled the celestial servants Odin and Deronus to side with the rebellion with Dakon. Odin was dethroned and sent to the lands of Olintus where he seethes over his removal of the Guardian of the Gates and would like nothing more than to slay Dakon for his treachery. While Deronus begged for Mercy from Whiteheart, he was bound to earth he governed. If he should leave it, he would become stone himself. Tyr never succumbed and fell.

The following pages are sigils and symbols used to mark Shrines, Sanctums, Thrones, and doors to sacred places. You may find them on way stones,

<p><b>Sword of Rule</b></p> <p><b>Meaning:</b> Represents entities with power to rule.  <b>Resonance:</b> Authority, Sovereignty  <b>Affiliation:</b> Overseers, Guardians  <b>Placement:</b> Above altars, sanctum doors, thrones  <b>Cluster Use:</b> Often paired with <i>Wings of Divine Authority</i> for full rulership invocation.</p>	
<p><b>Sword Of Protection</b></p> <p><b>Meaning:</b> Symbol of warding and defense.  <b>Resonance:</b> Safety, Vigilance  <b>Affiliation:</b> Wards, Guardians  <b>Placement:</b> Flanking entryways, within ward circles, sanctum floors  <b>Cluster Use:</b> Combine with <i>Crown of Honor</i> for fortified shrines.</p>	

<p><b>Sword Of Guidance</b></p> <p><b>Meaning:</b> Represents those called to guide.  <b>Resonance:</b> Clarity, Direction  <b>Affiliation:</b> Guides, Seers  <b>Placement:</b> Center of ritual maps, way stones, divinatory altars  <b>Cluster Use:</b> Pair with <i>Wings of Power</i> for dynamic guidance.</p>	
<p><b>Wings of Devine Authority</b></p> <p>When placed around a symbol it refers to what ever the symbol is to have authority.</p> <p><b>Meaning:</b> Reflects lordship and divine sanction.  <b>Resonance:</b> Ascension, Sovereignty  <b>Affiliation:</b> Thrones, Archons  <b>Placement:</b> Behind sigils, above invocation texts, framing sacred spaces  <b>Cluster Use:</b> Combine with <i>Sword of Rule</i> or <i>Crown of Honor</i>.</p>	
<p><b>Wings of Command</b></p> <p><b>Meaning:</b> Symbol of warlike nature and assertive authority.  <b>Resonance:</b> Strategy, Force  <b>Affiliation:</b> Vanguard Choir, Flame Order  <b>Placement:</b> Around command glyphs, war sanctums, martial relics  <b>Cluster Use:</b> Pair with <i>Authoritative Power</i> for battle shrines.</p>	
<p><b>Crown of Honor</b></p> <p><b>Meaning:</b> Symbol of divine authority that cannot be overthrown.  <b>Resonance:</b> Legacy, Incorruptibility  <b>Affiliation:</b> Thrones, Eternal Choir  <b>Placement:</b> Above sacred texts, relic vaults, ceremonial crowns  <b>Cluster Use:</b> Combine with <i>Sword of Protection</i> or <i>Wings of Divine Authority</i>.</p>	
<p><b>Wings of Power</b></p> <p><b>Meaning:</b> Symbol of divine momentum and spiritual propulsion.  <b>Resonance:</b> Change, Motion  <b>Affiliation:</b> Storm Order, Renewal Choir  <b>Placement:</b> Windward walls, kinetic glyphs, ritual fans  <b>Cluster Use:</b> Pair with <i>Sword of Guidance</i> for shrines of movement.</p>	
<p><b>Authoritative Power</b></p> <p><b>Meaning:</b> Symbol of direct divine influence and command.  <b>Resonance:</b> Activation, Decree  <b>Affiliation:</b> Heralds, Judges  <b>Placement:</b> Center of invocation circles, decree tablets, ritual mandates  <b>Cluster Use:</b> Combine with <i>Wings of Command</i> for shrines of judgment.</p>	



# Celestial Abilities and Skills Chart

Celestial	Ability Name	Description	Type	Ritual Notes	Emotional Axis
Faei Nar	<b>Animal Whisper</b>	Can speak with and command Faey, guardian, and mystic beasts.	Invocation Command	Requires 100 MANA; Intensifies in Sanctum of the Faey and Guardians. Lawful, Restorative, Empathic	Balance, Clarity, Protection
Arneris	<b>Arneris Gift</b>	Transfer life from anything living to anything living. Used only in Times of great upheaval and decimation, where one dying may give life to an injured to aid in the fractured reality of Horrors.	Invocation Sacrifice	Requires 1000 MANA; must be invoked during a fracture event; recipient must be willing.	Mercy, Grief, suppresses Despair, boosts Restoration
Evil	<b>Articulated Despair</b>	Voice induces despair and spiritual erosion by speaking the tongues of deceit, daemons, evil, and corruption.	Invocation Curse	Requires 600 MANA; must be spoken in corrupted sanctum or with daemon glyph; intensifies with TAP inversion.	Despair, Corruption, suppresses Hope
All	<b>Articulated Healing</b>	One can speak into another's life, causing emotional, moral, and physical healing.	Invocation Blessing	Requires 500 MANA; must be spoken with emotional clarity and truth; intensifies in sanctums of mercy.	Mercy, Truth; boosts Restoration and Resolve
Urala	<b>Ashen Cloister</b>	Creates a zone where emotional states cannot escalate; all TAP remains static.	Zone Passive	Lasts 3 rounds; requires invocation of Urala's name and a relic of memory (e.g., locket, letter).	Stillness, Memory; suppresses Rage & Joy
All	<b>Ashen Wings</b>	Can traverse sacred terrain or ritual space without triggering traps.	Passive Blessing	Always active once awakened; may require a rite of passage or emotional attunement to activate.	Grace, Reverence; suppresses Fear, boosts Clarity
Guide	<b>Authority Guide</b>	Has direct access to the throne of Whiteheart for Wisdom and guidance.	Invocation Blessing	Requires sanctum presence or invocation of Whiteheart's name; once per session; must be spoken in humility.	Devotion, Clarity, amplifies TAP of Wisdom
All	<b>Bound Oath Invocation</b>	Swear to protect a specific soul; gain bonuses while the oath is upheld.	Invocation Binding	Requires 300 MANA; must be spoken in full presence of the soul; intensifies in sanctums of covenant or grief.	Devotion, Loyalty, suppresses Fear, boosts Resolve
Milcis	<b>Boundary Ward</b>	Milcis grants the power to establish a ritual boundary—a shimmering perimeter that contains wild magic, emotional surges, or unstable relics. Within the ward, chaos may manifest, but cannot spill beyond its bounds. It is <u>not</u> a prison—it is a sanctum.	Invocation Ward		Duty, Sovereignty
All	<b>Burst of Judgment</b>	Divine spray of energy (6d10 fire damage) used only in defense of peace. May cleanse corrupted sanctum or repel hostile forces.	Active	Costs 3 MANA; cooldown: long rest; must be spoken in anger tempered by love.	Compassion, Clarity, boosts TAP of Mercy
Michael	<b>Celestial Directive</b>	Allows players to receive a divine task or emotional challenge from Michael. <i>Bonus:</i> Completing the task grants a permanent +1 to Resolve.	Directive Challenge	Must be received in silence, prayer, or sacred dream; inscribed in the Ledger upon acceptance.	Duty, Courage, may stir Fear or Guilt
Urala	<b>Celestial Herbalist</b>	She is gifted with the ability to create and nurture Mystic herbs and other plants of value to Life.	Creation Nurture	Activated in groves or healing sanctums, herbs may be ritually named and stored in Herbal Vaults.	Nurture, Grief, Renewal
All	<b>Celestial Immunity</b>	Immune to magically linked attacks by other divine creatures or manifestations. Cannot be harmed by divine manifestations unless sanctioned.	Passive Protection	Activated upon divine recognition; may be overridden only by sanctioned ritual or higher authority.	Sovereignty, Trust, suppresses Fear
Watcher	<b>Celestial Summoning</b>	The ability to know which Celestial to summon in the affairs that have struck a Realm, Sanctum, or Peoples. That Celestial hears the call as a primal need for the restoration of the corruption.	Summoning Restoration	Requires sigil of afflicted domain and TAP of Restoration; summons heard as primal cry.	Vigilance, Compassion, may stir Despair
All	<b>Child Guardian</b>	May intervene in a child's life to protect those with a sacred calling			
Azrial	<b>Cloak of the Ending</b>	Shrouds the caster in inevitability; enemies hesitate to strike.	Passive Curse	Always active when TAP is below 25%; may be invoked with Azrial's glyph for full effect.	Surrender, Fear; suppresses Aggression

Celestial	Ability Name	Description	Type	Ritual Notes	Emotional Axis
Evil	<b>Corrupted Empathy</b>	Manipulative mirroring: uses emotional resonance to bind, seduce, and mislead. In Empathic rituals involving Enaris risk inversion, he may reflect what the player most fears or desires, not what they truly need. His presence evokes intimacy, vulnerability, and the danger of misplaced trust	Intervention Protection	Invoked by dream, prayer, or ritual cry; grants Shield of Innocence to the Called Child.	Innocence, Hope, Protection
Evil	<b>Corruptive Kiss</b>	Able to cause corruption in the heart of a mortal with a kiss	Curse Inversion	Requires emotional vulnerability; intensifies if the target's TAP is Flickering or Kindled.	Desire, Shame, triggers Obsession or Despair
Evil	<b>Corruptive Legacy</b>	Distorts ancestral echoes. NPCs misremember or emotionally misalign.	Curse Memory Distortion	Passive effect in corrupted sanctums; may be invoked with the relic of lineage.	Confusion, Pride, suppresses Truth
Evil	<b>Corruptor</b>	Bestows duties to creatures unaware of his true nature.	Curse Manipulation	Passive; intensifies when TAP of target is low; duties appear sacred but are emotionally inverted.	Deceit, Control, suppresses Discernment
All	<b>Death Warder</b>	A Creature that guards the permanent cessation of life forms from being corrupted to undeath. Thus, revoking their rest raises them to an aggravation of reality.	Passive Protection	Always active; intensifies near graves or sanctums of rest; may be invoked with a relic of the dead.	Grief, Honor, suppresses Desecration
Evil	<b>Deceitful Shape</b>	May manifest as an Angelic being of Light. (Arbor of Deceit)	Illusion Curse	Requires corrupted glyph and mirror relic; lasts until truth is spoken aloud	Pride, Deceit, triggers False Devotion
All	<b>Dreamwalk</b>	It is to step sideways into the veil between waking and remembrance. The walker does not sleep—they <i>descend</i> . Through whispered invocation and emotional attunement, the veil thins, revealing sanctums stitched from forgotten names, ancestral echoes, and the unspoken grief of the land.	Invocation Vision	Requires whispered invocation and emotional attunement; veil thins in places of silence or sorrow.	Memory, Grief, Reverence
All	<b>Duties of Protectors</b>	Bestows duties to Guardian creatures, sacred tasks to forest protectors through ritual Utterance.	Invocation Blessing	Requires forest sanctum or relic of protection; spoken with emotional clarity.	Devotion, Stewardship, boosts Resolve
All (Gabriel)	<b>Echo of the First Peace</b>	Emits a calming wave that halts combat and resets emotional states. Requires 800 MANA; resets battlefield to neutral state	Invocation	Requires 800 MANA; must be spoken in sanctum or battlefield; resets all emotional TAP to neutral.	Peace, Surrender, suppresses Rage
All	<b>Elemental Domain Control</b>	Bar an Evil from interference with an element	Ward Elemental Binding	Requires invocation within an elemental sanctum; may be sealed with the glyph of purity.	Protection, Purity; suppresses Corruption
Michael	<b>Ember Mantle</b>	Players in Michael's favor gain resistance to despair and corruption. <i>Bonus:</i> Immunity to SINN inversion for one ritual cycle.	Blessing Mantle	Bestowed through Michael's favor; activated via Ember glyph and spoken vow.	Hope, Devotion; shields against Despair
All	<b>Emotional Cartography</b>	One is able to map the soul's journey through emotional gradients, revealing hidden alignments.	Insight Mapping	Requires attunement to TAP and the Emotional Essence Chart; reveals sanctum paths and inversion risks.	Clarity, Memory, boosts Discernment
Evil	<b>Emotional Inversion</b>	Reverses emotional traits (e.g., Devotion → Obsession). Triggers Evil alignment shift	Curse Emotional Shift	May be invoked through corrupted relic or spoken inversion rite; TAP must be Flickering or Kindled.	Obsession, Shame, suppresses Devotion, Honor
Gabrial	<b>Flame of Witness</b>	When an ally falls, Gabriel marks the moment; grants a boon to the next action.	Passive Blessing	Always active; triggers upon ally death; may be invoked in the grief sanctum for enhanced effect	Grief, Devotion, boosts Resolve
Virex	Gleam of the Hollow Truth	Reveals a "truth" that emotionally destabilizes the target, even if false.	Invocation Curse	Requires 500 MANA; must be spoken with conviction; intensifies in sanctums of deception.	Doubt, Pride, boosts Confusion
Warrior	<b>Hammer of Ominous Judgment</b>	When the weapon strikes an object, living or inanimate, it causes it to face a Judgment of standards. If the standard is false, it unleashes a Sundering Blow of 25+10d10, dealing damage. If true it blesses and restores to full integrity. It can purge one corrupted relic or emotional essence. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.	Weapon Judgment Purge	Requires invocation rite and emotional alignment; once per long rest. TAP must be Kindled or Steady.	Justice, Truth, suppresses Deceit, Corruption

Celestial	Ability Name	Description	Type	Ritual Notes	Emotional Axis
All	Humanoid Form	Walk 40 / Jog 68 / Run 125 / Dash 200 Flight: Instantaneous, realm-spanning	Form Movement Traversal	Always active; may be enhanced by emotional attunement or sanctum resonance.	Freedom, Presence, boosts Mobility
Azrial	Last Mercy	Grants a dying ally one final action with full TAP and emotional clarity.	Blessing Invocation	Once per session, it must be whispered with a hand over the heart; it intensifies in the sanctums of death.	Mercy, Courage, boosts Resolve
Guide	Life Giver	One who can project a sphere of life as needed. This Sphere will restore the actual life of a being. Without any degradation or corruption that may have existed previously, a pure restoration. 30 ft; may expand with TAP surge.	Blessing Restoration	Requires emotional attunement and invocation of the being's true name; sphere lasts 1d4 rounds.	Mercy, Renewal; suppresses Decay, Despair
Evil	Life Leech	Draws life from another to bolster his own. Drain Amount: 3d10 + target's TAP tier.	Curse Drain	Requires physical contact or corrupted relic; intensifies if the target's TAP is Flickering.	Greed, Hunger, suppresses Mercy
Mars	Loves Eyes	Enables one to perceive the truth of someone regardless of their external visual perception. Those that would seem ugly, unlovable, or disgusting to be seen in their true light, ignoring the external good or bad by others.			
Structure	Magic Mirror	A spectral mirror that reflects all magics back to the source. Is unseen and can only be discerned through ritual.	Reflection Arcane Defense	Requires ritual discernment; may be invoked with the glyph of clarity or the mirror relic.	Truth, Precision, suppresses Manipulation
All	Magical Indemnity	Grants immunity to all forms of spells, Dweomer, and arcane rites. Cannot be enchanted or manipulated. Includes emotional enchantments, TAP manipulation, and relic bindings.	Passive Arcane Shield	Always active; may be suppressed only by Divine or Mythic-level rites.	Sovereignty, Clarity, suppresses Enchantment
Urala	Mercy Without Witness	Heals a wound without light or sound; the target feels only warmth and stillness.	Invocation Healing	Once per short rest; must be performed in solitude or under moonlight; no relic	Mercy, Isolation, boosts Restoration
Virex	Mirror of the False Self	Creates a duplicate of the caster with inverted emotional TAP; acts independently. May restore vitality, extend lifespan, or fuel corrupted abilities.	Invocation Illusion	Once per long rest; requires Virex's glyph and a mirror relic; duplicate lasts 5 rounds.	Pride, Fear; reveals Inversion risks
Solars	Moon Alchemist	Harvests Moon Moonlight for creating marks for the gifted	Crafting Blessing	Requires lunar sanctum or moon glyph; marks may be inscribed on relics, beings, or sanctum walls.	Wonder, Reverence; boosts TAP attunement
All	Nullify Magic	Dispels unnatural enchantments within a 60' sphere, restoring balance.	Dispel Restoration	Requires invocation rite and emotional clarity; may be resisted by Mythic enchantments.	Balance, Clarity; suppresses Manipulation
All	Ominous Healer Advocate	One who is bestowed the ability to endow someone or something with the ability to heal disease and hurt emotionally, spiritually, or physically, or by a method that evokes unease, reverence, or fear.	Combat Judgment	Requires combat state and emotional alignment; once per long rest.	Wrath, Finality; suppresses Regeneration
Warrior	Ominous Strike	This ability enables one, when in combat, to deliver 100 points of Permanent damage to organic creatures. (e.g., mortals, Undead, non-celestials)	Blessing Dual Aspect	Requires ritual attunement and naming of wound type; may trigger TAP surge or emotional inversion.	Mercy, Dread; triggers Awe or Discomfort
Faei Nar	Ominous Warding	Grants +2 to all saves vs. magical effects and skills; +10 to Perception; permanent emotional resistance to fear, grief, and shame.	Blessing Warding	Faei Nar does not perform tasks directly, but empowers mortals to enact restoration—his presence is catalytic, not interventionist.	Balance, Clarity, Protection
All (Gabriel)	Path Seer	One who sees the soul's alignment with its destined course determines whether the steps match the soul's calling. They know the image of fate's thread in one's life.	Vision	Passive; intensifies in sanctums of memory or when invoked during dreamwalk.	Clarity, Purpose, reveals Inversion risks
All	Peaceful Interposition	May halt emotional collapse or a sense of rupture through presence alone.	Passive Stabilization	Requires emotional clarity and TAP resonance; may be invoked silently.	Serenity, Presence, suppresses Fracture

Celestial	Ability Name	Description	Type	Ritual Notes	Emotional Axis
All	<b>Plant Mastery</b>	Cause any plant to grow to full maturity in moments. And animate any Plant.	Invocation Nature	Requires touch or spoken rite; animation lasts 6+1d6 rounds.	Growth, Stewardship, boosts Vitality
All	<b>Prophete</b>	Can foresee the future by the words of Whiteheart	Prophecy Insight	Requires invocation of Whiteheart's verse and emotional attunement; may reveal TAP trajectories.	Faith, Clarity, triggers Revelation
Michael	<b>Radiant Intercession</b>	Shields one ally from emotional collapse or ritual backlash. <i>Usage:</i> Once per session; requires a relic bonded to Michael.	Blessing Shield	Once per session, it requires a relic bonded to Michael and a spoken invocation.	Devotion, Light, suppresses Despair
All	<b>Runic Wizardry</b>	Knows all Sigil and Runic magics	Mastery Arcane	Always active; may inscribe or decipher any runic structure or glyph.	Knowledge, Precision, boosts Arcane TAP
All	<b>Rupturing Peace</b>	The ability to touch someone regardless of their persona, motives, moral position, and cause all that is morally to be whisked away temporarily, restoring peace to one's psyche and heart	Blessing Emotional Reset	Requires emotional clarity and naming of burden; lasts 1d4 rounds.	Mercy, Stillness, suppresses Guilt, Rage
Azeus	<b>Sanctum Interposition</b>	Azeus may appear to block a fatal blow or emotional collapse. Once per session, negate death or emotional fracture. May activate automatically if TAP collapses or death is imminent.	Divine Intervention	Once per session, invoked through relic or ancestral echo.	Protection, Awe, suppresses Death, Fracture
Azrial	<b>Sanctum of Severed Threads</b>	Creates a ritual space where all bindings are nullified—contracts, curses, and emotional ties.	Invocation Ritual	Requires 1200 MANA; must be inscribed with Azrial's sigil and a relic of severed bond.	Clarity, Mercy; resets all TAP connections
Urala	<b>Sanctum of the Bound Mercy</b>	Creates a temporary sanctum where healing and confession are amplified	Invocation Ritual	Requires 1000 MANA; must be inscribed with Urala's glyph; lasts until silence is broken.	Mercy, Silence; boosts all TAP restoration
All (Gabriel)	<b>Scroll of Ashen Judgment</b>	A small scroll emblazoned with divine rite tossed or placed on a target unleashes a burst of radiant celestial energy that purges one corrupted relic or emotional essence or inflicts 1d10 permanent spirit damage at a living target. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.	Invocation Curse	Once per long rest; requires emotional alignment and invocation rite; scroll must be inscribed.	Wrath, Devotion, purges Corruption
All (Senaris)	<b>Seal of Compassion</b>	Prevents a hostile spell from affecting a wounded ally.	Blessing	May be granted freely or in response to grief; lasts until next dawn; no mana cost.	Compassion, Clarity, boosts TAP of Mercy
All	<b>Seal of the Dawn</b>	Active Ritual: It inscribes a radiant sigil; Dispels shadow-based effects for 1 round.	Ritual Dispelling	Requires dawn invocation and a radiant glyph; the sigil must be inscribed on the sanctum surface or a relic.	Light, Clarity; suppresses Shadow, Deceit
Azrial	<b>Shape Change</b>	Since the Ildrol are beasts, Draconic in shape, she appears to them in a form that is soothing to them. She may appear as a wolf, a Bear, and an Ox for the other Ildrol.	Blessing Form Shift	Passive; triggered by proximity to Ildrol and emotional resonance.	Comfort, Kinship; suppresses Fear
Evil	<b>Shape Changer</b>	One who can change their distinct shape to mimic another object or body in having an external surface or outline of specific form or figure that can be deceiving. As often as one wills. May cause emotional inversion in those who trust the false form.	Curse Illusion	Requires no rite; passive and unlimited; intensifies in corrupted terrain.	Deceit, Control, suppresses Discernment
All	<b>Sight (Far)</b>	Those who bear it see the world as it is and as it strains to become. Their vision remains human, but overlaid with a shimmering lattice of mythic truth: gates flicker where no door stands, rifts pulse in the air like wounded breath, and time itself stutters in places where memory has been broken.	Passive Mythic Vision	Always active; intensifies in sacred terrain or near emotional rupture.	Truth, Memory, reveals Gates, Rifts, Echoes
All	<b>Sight (Mistic)</b>	This ability enables one to see a spell's structure for identification and understanding. Colors represent a function.	Passive Magic Vision	Always active; intensifies in sanctums or during ritual confrontation.	Clarity, Authority, reveals Misalignment, Axis

Celestial	Ability Name	Description	Type	Ritual Notes	Emotional Axis
Watcher	Sight (Ominous)	This ability allows one to see through veils and boundaries into any realm they comprehend from any other realm. May reveal hidden sanctums, emotional fractures, or ancestral echoes.	Passive Realm Vision	Requires emotional attunement and realm comprehension; may trigger TAP surge or inversion.	Awe, Dread, reveals Boundaries, Realms
All	Sight (Spirit)	It is the principle of conscious life that enables one's perception of objects through the use of the eyes, mind, or spectral awareness, which provides a visual representation of creatures in their native, unmasked forms. It unveils the hidden shape of a creature's soul, the true alignment of a relic, or the emotional fracture within a sanctum.	Passive Soul Vision	Always active; intensifies in sacred terrain or during emotional rites. Requires TAP attunement.	Truth, Reverence, reveals Soul, Fracture, Echo
All	Sight (True Sight of the Overseer)	Grants insight into emotional axes and ritual misalignment. <i>Bonus:</i> +5 to Spirit and Insight when interacting with Celestial structures.	Passive Ritual Insight	Requires Overseer glyph or invocation; bonus applies only within Celestial sanctums or glyph-bound relics.	Clarity, Authority, reveals Misalignment, Axis
Faei Nar	Sight (Warden's)	Can see through illusions, lies, and corrupted TAP threads.	Passive Magic Vision		Clarity, Protection
All	Sight of Heart	The ability for one to see the condition and nature of another creature's motive position on life. One can see the heart of a Man. To know them.	Passive Vision	Always active; intensifies in sanctums or during ritual confrontation.	Clarity, Empathy, suppresses Obfuscation
Judge	Sigil Reading	Decipher corrupted or veiled glyphs; required for Curse Validation and relic interpretation	Insight Glyph Decoding	Requires TAP of Clarity or Devotion; intensifies in sanctums of judgment or relic vaults.	Truth, Discernment, reveals Curse, Alignment
Solar	Sorcerer of the Heavens	Can manipulate any heavenly Body through Trials, Emotion or Ritual. Usually, to correct corruption caused by the Ranks of evil under Dragos.	Invocation Cosmic Trial	Requires celestial sanctum, TAP surge, and invocation of stellar glyphs; may trigger realm shift.	Awe, Restoration, suppresses Cosmic Decay
All	Spell Guide	May cast any form of healing or guidance spell	Invocation Blessing	Requires emotional clarity and TAP of Mercy or Hope; intensifies in sacred terrain.	Mercy, Wisdom, boosts Restoration
All	Spell Scholar	Can cast all Faey, Celestial, Time, Light, and Ethereal Spells	Mastery Arcane	Requires glyph attunement and TAP of Knowledge or Devotion; may inscribe new spells into Ledger.	Knowledge, Light; boosts Arcane TAP
All	Spell Shaper	Can twist magic as a master sorcerer	Invocation Manipulation	Requires mastery of glyph language and emotional attunement; may trigger inversion if misaligned.	Control, Creativity, suppresses Rigidity
Owner	Spell Shard	Celestial and ethereal Spells, at times, can emanate from it as Azeus desires.	Relic Invocation Anchor	Requires attunement to Azeus's Will; may trigger spontaneous spellcasting or celestial resonance.	Surrender, Wonder; boosts Ethereal TAP
Solar	Star Alchemist	One who harvests celestial lights for heavenly bodies to manifest, relics, Sigils, Spells, or rites.	Creation Alchemy	Requires celestial forge, TAP of Awe or Devotion; may inscribe new glyphs or relics.	Awe, Craft; boosts Celestial Manifestation
Evil	Strategic Misdirection	Alters fate-thread readings. Causes false prophecy, ritual collapse	Deception Fate Distortion	Requires corrupted TAP and glyph inversion; may trigger collapse of sanctum or prophecy.	Deceit, Chaos, suppresses Truth
All	Structural Metamorphizes	Can alter reality through Spirit Ritual to correct corrupted Creation secrets.	Illusion Creation	Could alter fate-thread readings, causing false prophecies.	Redemption, Clarity; suppresses Decay
All	Structural Metamorphizes	Can alter reality through divine resonance for short periods of time. If the thread is accepted and lived to it can manifest over centuries.	Illusion Creation	Divine resonance; illusion becomes real if lived in truth. Mythic Projection Generational Shift	Faith, Patience, boosts Legacy TAP
Evil	Structural Metamorphizes Corruption	Can alter reality through corrupted resonance for short periods of time. If the Thread is accepted and lived to it can manifest over centuries.	Illusion Creation	Corrupted resonance; illusion becomes real if lived. Reality Inversion / Long-Term Decay	Corruption, Power, suppresses Restoration
All	Sword of Flameward Judgment	Unleashes a burst of radiant fire that purges one corrupted relic or emotional essence. <i>Usage:</i> Once per long rest; requires invocation rite and emotional alignment.	Active Invocation	Requires invocation of Celestial's name; costs 2 MANA; once per encounter; must be wielded in a righteous cause.	Devotion, Wrath, suppresses Deceit

Celestial	Ability Name	Description	Type	Ritual Notes	Emotional Axis
All	<b>Telepath</b>	All communication from him is through telepathy.	Communion Resonance	Requires TAP of Silence or Empathy; intensifies in sanctums of memory, dream, or prayer.	Intimacy, Clarity, suppresses Misunderstanding
Virex	Thread of the Puppet Heart	Binds a target's emotional TAP to the caster's; manipulates their reactions.	Curse Binding	Requires relic of the target's essence; lasts 3 rounds; breaks if caster is emotionally exposed.	Control, Shame, suppresses Autonomy
Evil	<b>Truth Vein</b>	Detects lies, manipulates truth. Grants insight, twists outcomes.	Insight Deception	Requires TAP of Deceit or Ambition; may trigger false prophecy or ritual inversion.	Control, Subversion, suppresses Integrity
All	<b>Truth Vein</b>	Able to discern when one is lying or falsifying information.	Insight Revelation	Requires TAP of Clarity or Mercy; intensifies in sanctums of judgment or memory.	Discernment, Justice, boosts Truth TAP
All	<b>Utterance of Binding</b>	Binds a guardian creature to a player's emotional axis, granting shared insight or protection. <i>Usage:</i> Once per session; requires emotional resonance and ritual purity.	Invocation Curse	Requires relic of flame or ash; costs 4 mana; must be spoken in grief or righteous fury.	Wrath, Grief, binds Despair and Obsession
Michael	<b>Vault Gaze</b>	Reveals hidden SINN resonance or false emotional states within a sanctum. <i>Usage:</i> Passive when in Michael's favor; active when invoked during dreamwalk. Reveals ambient SINN resonance (corrupted emotional threads, hidden guilt, veiled intentions). May trigger subtle	Revelation Sanctum Insight	Passive: Requires favor alignment with Michael (TAP of Mercy, Truth, or Devotion). Active: Requires dreamwalk ritual and glyph of Judgment.	Mercy, Discernment, suppresses Deceit and Veil
All (Urala)	<b>Veil of the Forgotten</b>	Shrouds allies in emotional silence; removes them from targeting or memory for one round.	Invocation Blessing	Requires 400 MANA; must be whispered with closed eyes; intensifies in sanctums of grief or dusk.	Silence, Mercy, suppresses Fear
All	<b>Veilwalking</b>	Traverses' emotional sanctums and ancestral memory. Dreamwalk rites; sanctum revelation through grief.	Communion Memory Travel	Requires TAP of Grief or Longing; intensifies in ancestral terrain or memory sanctums.	Sorrow, Revelation; boosts Dream TAP
Evil	<b>Vein Architect</b>	Designs sanctums that misguide emotional flow. Causes axis drift, false resonance	Construction Emotional Sabotage	Requires TAP of Deceit or Pride; may trigger emotional inversion or relic misalignment.	Control, Chaos; suppresses Clarity
Evil	<b>Vein Echo</b>	This one's presence leaves behind emotional residue in sanctums, causing recurring visions or misreadings of relics and essences	Presence Emotional Contamination	Passive effect; intensifies with repeated presence or corrupted TAP.	Haunting, Confusion; boosts Illusion TAP
All	<b>Verdant Reclamation</b>	Restores a corrupted grove, sanctum, or relic to its original emotional alignment. <i>Usage:</i> Once per long rest; requires invocation and presence of natural terrain.	Restoration Nature Invocation	Usable once per long rest; requires invocation and presence of natural terrain.	Renewal, Mercy, suppresses Corruption.
Gabriel	<b>Voice Unbroken</b>	Is an Emotional Burst: Once per session, speaks a name that halts violence or restores resolve. Gabriel's telepathy is not invasive—it feels like a memory remembered too clearly often delivers warnings, encouragement, or sacred directives.	Invocation Blessing	Once per session, must be spoken in emotional clarity or sorrow; requires no relic.	Clarity, Grief, suppresses Despair
All	<b>Weapon Impunity</b>	No Weapon forged may harm him.	Passive Divine Protection	Requires TAP of Destiny or Divine Favor; intensifies in sanctums of oath or legacy.	Sovereignty, Faith, suppresses Vulnerability
All	<b>Weapon Master</b>	Any weapon conceived of and or created, he is a master of.	Mastery Embodied Craft	Requires TAP of Will or Memory; may inscribe new weapon glyphs into the Ledger.	Mastery, Identity; boosts Creation TAP
All	<b>Whisper of Ember</b>	Passive Aura it enables allies within range to recall forgotten truths; Grants +1 to memory rolls.	Aura Memory Restoration	Requires TAP of Remembrance or Grief; intensifies near relics or ancestral terrain.	Memory, Revelation; boosts Truth TAP
Virex	Whispers of the Unseen	Sends emotional pulses that mimic the voices of allies, sowing doubt and confusion.	Passive Curse	Always active in shadowed zones; intensifies near broken relics or corrupted sanctums.	Doubt, Isolation, boosts Paranoia
Evil	<b>Worker of iniquity</b>	Understands the emotional and spiritual toll of exploitation, and how to weaponize it. Worker of Iniquity may read the "weight" of suffering in others, using it to manipulate outcomes, invert rituals, or forge corrupted relics.	Insight Emotional Weaponization	Requires TAP of Despair, Pride, or Wrath; intensifies in sanctums of suffering or corrupted memory.	Control, Grief, suppresses Mercy and Restoration

# **Appendix A Blank Celestial Form**

## **Appendix B Blank Titan Form**

{Name}		<b>Order:</b>		<b>Devine Gradient</b>	
		<b>Titles:</b>			
<b>Strength</b>	2 ( )	<b>Intelligence</b>	28 (7)	<b>Wisdom</b>	28 (7)
<b>Constitution</b>	30 (8)	<b>Endurance</b>	30 (8)	<b>Charisma</b>	28 (7)
<b>Agility</b>	2 ( )	<b>Spirit</b>	173 (97)		
<b>MANA</b>		<b>Life Points</b>	1000	<b>UAD</b>	
<b>Knowledge</b>		<b>TAD</b>			
<b>Abilities and SKills</b>					
<b>Alignment Focus</b>					
<b>Emotional Axis</b>					
<b>Sacred Functions</b>					
<b>Domain</b>					
<b>Spiritual Interactions</b>					
<b>Max Stat</b>	30 (8)				
<b>Spirit Range</b>	150-300				
<b>Spere of Influence</b>					
<b>Mythic Lore</b>					
Sigil					
<b>Notes</b>					



**Mythic Lore and Mysticism**

**Oracle Information**

**Notes**