

Deanosus, God of Wine, Vineyards, and Revelry

Description: The lesser God of Wine, Vineyards, and Revelry, Deanosus is the son of Manann and Panasia. In many stories, Deanosus is the merry companion of Ranald and the two often get into predicaments that require the smooth-tongued Trickster God's skills to extricate them. These stories are regaled on Deanosus' holy days, mostly in Tilea and eastern Estalia.

Deanosus is often depicted as a rotund, joyous deity wearing a wreath of grapes and vines on his head and purple robes and sandals in a style that speaks of the ancient Tilean past. Deanosus is also described with cheeks almost as rosy in colour as his nose. In some representations, Deanosus is shown carrying a large cask of wine on his way to some festival, followed by dancing satyrs playing pipes or flutes and frolicking nymphs.

There is also a darker side to the worship of Deanosus. In some places, the rites performed in his honour away from the lights of towns and villages border on practices similar to Slaanesh, which the witch-hunters of Solkan would find repelling. Stories of human sacrifice and decadent orgies circulate from time to time, prompting the authorities to investigate and, possibly, violently suppress.

Alignment: Neutral

Symbol: Deanosus' symbol is that of a wine goblet filled with grapes or a piece of leafy vine with a cluster of grapes. His priests and priestesses wear purple or lavender robes and – during the spring and summer – a wreath made of grapevines. They also wear a silver medallion fashioned in the shape of a bunch of grapes, though ranking priests and priestesses may have small round amethysts embedded as the grapes.

Areas of Worship: Very popular in the wine growing areas of the southern Old World and has been brought to the southern Empire by Tilean immigrants. Like the worship of the Mother as well as Taal and Rhya, the worship of Deanosus differs by degrees from one locale to the next. Much of the difference can be attributed to the priests of the area.

Temples and Shrines: The cult of Deanosus has no temples. Instead, the cult maintains shrines in many vineyards, as well as in the nearby forests and surrounding hills. The shrines range from open air, marble shrines built by wealthy vintners to rocky cairns on hilltops and forest clearings. The priesthood are not assigned to any specific shrine, but they maintain a number of these in a given area.

Friends and Enemies: The cult of Deanosus is friendly with the religions of the rural areas of the Old World such as the Old Faith, Taal, Rhya, Ulric, Manann, Panasia, Phaestos, and Mórr. The cult is also on good relations with the worshippers of Ranald and Shallya, as well as the Elvish cult of Liadriel and the Halfling cults of Esmeralda and the Pilgrim. To the surprise of some, the cult of Deanosus is on good terms with the Dwarf cults, particularly Grungni and Valaya. In contrast, the cult of Deanosus is a bit standoffish with what it perceives as the prudish and humourless cults of Sigmar, Verena, Myrmidia, Alluminas, and Solkan. Worshippers of Deanosus have no dealings with the cult of Kháine or any of those of the Ruinous Powers.

Holy Days: There are three days of particular importance for the cult of Deanosus. Mitterfrühl marks the day when the first buds appear on the grapevines signalling the beginning of the growing season. 33 Vorgeheim is the day to bless the oak barrels crafted for fermenting the wine. Finally, 10 Nachgeheim is the day when the crush (the beginning of winemaking) begins. All three days are marked by ritual and celebration, though the nature of these vary from place to place.

Saints: The cult of Deanosus does not recognise saints.

Cult Requirements: Followers of Deanosus come from all walks of life.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: Initiates and Priests of Deanosus must abide by the following:

- Never let a goblet of wine go to waste.
- Always help a vintner in need with his trade.
- Always repair a damaged sacred site.
- Always assist a worshipper who is overcome by the cult's rituals.
- Never allow a sacred site to be violated.

Spell Use: Priests of Deanosus may use the following spells:

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Enthuse, Fleetfoot, Immunity from Poison; [Druidic] Cure Poison; [Elemental] Zone of Hiding

2nd Level: [Battle] Aura of Protection, Luck, Mystic Mist, Zone of Sanctuary; [Druidic] Cure Disease; [Elemental] Cause Rain, Heal Vegetation

3rd Level: [Battle] Arrow Invulnerability, Dispel Magic, Transfer Aura; [Druidic] Zone of Purity; [Elemental] Zone of Temperate Weather

4th Level: [Battle] Aura of Invulnerability, Cure Severe Wound, Zone of Magical Immunity, Zone of Missile Protection; [Elemental] Create Vegetation, Hedge of Thorns

In addition, Priests of Deanosus may use the following spells:

Reinvigorate Wine

Spell Level: First

Magic Points: 2

Range: Touch

Duration: Instantaneous

Ingredients: Two grapes or raisins

Through this spell, the priest can turn a bottle or small cask of vinegar back into properly aged wine.

Turn Water into Wine

Spell Level: Second

Magic Points: 5

Range: Touch

Duration: Instantaneous

Ingredients: A drop of vinegar

This spell enables the priest to turn a jug or bucket of water into soothing wine.

Make Merry

Spell Level: Third

Magic Points: 7

Range: 48 yards

Duration: 2D6 hours

Ingredients: A cup of wine

By invoking this spell, a priest can change the disposition of a hostile, sullen, or overwrought character or small group of four from anger, depression, or similar emotion to one that's lively and engaging. This also temporarily increases the affected characters' **Fel** by +10. Moreover, the priest's **Fel** is increased by +20 when interacting with the enchanted characters for the duration of the spell.

Binding Vine

Spell Level: Fourth

Magic Points: 12

Range: 48 yards

Duration: 4D6+6 turns

Ingredients: A piece of grapevine

Through use of this spell, a priest can cause any vines or creepers to wrap around and bind any character or group of four within the range of the spell. Any vine or creeper too short to do the task normally will be magically lengthen to accomplish the deed. Characters so bound are tightly wrapped and unable to do anything until the spell ends or they can break loose on a successful **S-1** test.

Skills: In addition to the skills normally available to Initiates and Priests, those who revere Deanosus may choose two extra skills at each level at normal experience points costs: Brewing, Charm, Concealment Rural, Consume Alcohol, Heal Wounds, Herb Lore, Identify Plants, Seduction, Silent Move Rural, Story Telling, Viniculture, Wit

Trials: Rarely does Deanosus require his mortal servants to undertake any trials as he finds such utterly boring. When he does, trials typically involve clearing an abandoned vineyard of weeds and other undergrowth, working for a vintner for no compensation, or tending to a sacred site dedicated to Deanosus for one year.

Blessings: Skills favoured by Deanosus include Charm, Consume Alcohol, Seduction, Story Telling, and Wit. Favoured tests are Bluff, Gossip, Listen, and Observe. Other blessing might include temporary increases to Intelligence and Fellowship