

Isha- Elven Goddess of Fertility and Earth's Bounty

Description: Isha is the wife of Kurnuous, mother of Liadriel, Mathlann and Torothal. Isha represents the fertility and bounty of the earth and is the mother of the Elven race. Human scholars and Druids believe Isha to be the Elven name for Rhya and, as such, an aspect of the Earth Mother. From this standpoint, both mistakenly believe that the Wood Elves are followers of the Old Faith and their pantheon is no really an assortment of unrelated hero cults.

The Wood Elves are unconcerned with humans' perception of their deities or worship. They know that Isha is the mother of the land and of the flora that grows upon it. To the Elves, the Laurëlorin is Isha personified. The spirits of the trees, plants, hills, rocks, and brooks are infused with her spirit. In fact, the Elves consider Treemen and Dryads as offspring of Isha as do they themselves.

Symbol: Isha's symbols are the leaf of the lornalim or a great oak, a pinecone, or a white tree covered in silver leaves. Her Initiates and Priests wear simple woollen robes with one or more of these symbols sewn into the hems, carved into their staffs, or on the straps of their satchels containing healing herbs.

Holy Days: Isha's main festive days are the Spring Equinox and the Summer Solstice as they are associated with the awakening of plants from their winter slumber and the fullness of life in the forest.

Cult Requirements: Any Wood Elf may venerate Isha, especially when they are engaged in activities such as harvesting fruit and berries, clearing the forest floor of debris, and planting seedlings.

Religious Orders: Isha's Tree Templars are knights devoted to Isha and regard the whole forest as her temple. Consequently, they regard all intrusion as a defilement and regularly make forays into the outer reaches of the forest to discourage any intruders. They are elite cavalry troops and are under the command of Tuisich-Novasmair al Isha.

Strictures: Initiates and Priests of Isha must abide by the following strictures:

- Reverence for the bounty of the earth, the miracle of life.
- Respect and honour for family and kin.
- Defend the woodland realm from any who would destroy, defile, and corrupt it.
- Aid any kin less fortunate, especially the elderly.
- Take from the woodland realm what is needed, but do not despoil.

Spell Use: Priests of Isha are prohibited from using any offensive or harm causing spells. They may use only spells which are protective or defensive in nature such as the following:

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Fleet Foot, Flight, Immunity from Poison, Wilt Weapon; [Elemental] Cloud of Smoke, Create Spring, Magic Light, Ward of Arrows

2nd Level: [Battle] Aura of Protection, Break Weapon, Mystic Mist; [Elemental] Extinguish Fire, Heal Vegetation, Move Object, Resist Fire

3rd Level: [Battle] Arrow Invulnerability, Dispel Magic, Enfeeble, Magic Bridge, Subvert Weapon, Transfer Aura; [Elemental] Banish Elemental, Become Ethereal

4th Level: [Battle] Aura of Invulnerability, Cure Severe Wound, Drain Magic, [[Elemental] Change Weather (Ritual), Create Vegetation, Dispel Elementals, Summon Elemental

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

Dedicate Divine Symbol (Ritual)

Spell Level: Second

Magic Points: 8

Range: Touch

Duration: Permanent

Ingredients: Symbol of the appropriate deity

The ritual is similar to that described for the cult of Mórr “Dedicate Staff” (**Apocrypha 2: Chart of Darkness**, page 26-27). Like those in the human cult, Wood Elven priests and sorcerors would have a difficult time casting spells which use components that are of an offensive nature to a Wood Elf’s sensitivities, such as body parts of woodland creatures. Being higher magical creatures, the Wood Elves have developed a ritual that calls upon the power of their gods to allow for the permanent blessing of an Elven priest’s or sorcerer’s holy symbol to act as a focus for their spells.

The ritual involves a 2nd level Priest and her Initiate once the latter has learned the mysteries of his cult and is on the threshold of becoming a Priest. The mentor would have the Initiate first craft the holy symbol by hand and engrave it with the words of power that would be unique to that Elf and used to invoke the magical potential of his inner spirit. The mentor would be lay the Initiate’s symbol under her own and chant the cult’s litany in order to empower the token. A sacrifice is then called upon, the nature of which also varies by cult. The cult of Adamnan might use drops of the Initiate’s blood while Isha might call upon the juice of the rare *Rhathina* berry.

The same ritual is used by Wizardly order, the *Dreinarthia Corlinalith*, (Eldritch Watchers), and other Wood Elf sorcerors of the Laurëlor.

Ward Vegetation

Spell Level: Second

Magic Points: 5 per 125 Cubic Yards

Range: Touch

Duration: 1d3 days

Ingredients: None

The cleric is granted the power to protect a large area of vegetation (and the soil within which they are rooted) from blight and other infestations. In addition, this spell can slow any seepage of contamination from Chaos substances such as Warpstone and Warp dust.

The volume to be warded must be marked off by holy symbols inscribed onto the barks of trees and stems of smaller plants. Once invoked, the inscribed symbols disappear from normal view and can only be perceived by those with the Magical Sense skill.

Speak with Dryad

Spell Level: Third

Magic Points: 5

Range: Touch

Duration: 1 hour

Ingredients: A twig from a tree inhabited by a dryad

This spell allows the caster to be able to converse with a Dryad even when the Dryad is residing within a tree. The conversation can range from simple discussion of creatures passing through the area to a warning of a destructive force approaching.

Call Divine Creature (Ritual)

Spell Level: Fourth

Magic Points: 12

Range: 100 yards

Duration: 4 hours

Ingredients: A silver horn

This spell allows a priest to call forth a creature that is deemed sacred to the cult. In the case of Isha, such creatures include pegasi, large white stags, and unicorns. The ritual incantation includes the request that the casting priest wishes to make of whichever creature answers the call. Once the creature appears, the priest has to make their case in order to win the creature's cooperation. The priest gains a +20 modifier to their **Fel** (along with any other appropriate modifier)

Call Dryad (Ritual)

Spell Level: Fourth

Magic Points: 14

Range: 100 yards

Duration: 4 hours

Ingredients: Leaf from a lornalim tree

This spell allows a priest to call forth a dryad. The ritual incantation includes the request that the casting priest wishes to make of the dryad answering the call. Once the creature appears, the priest has to make their case in order to win the creature's cooperation. The priest gains a +20 modifier to their **Fel** (along with any other appropriate modifier)

Speak with Treeman

Spell Level: Fourth

Magic Points: 8

Range: Touch

Duration: 1 hour

Ingredients: Leaf from a treeman

This spell allows the caster to be able to converse with a Treeman. The conversation can range from simple discussion of creatures passing through the area to a warning of a destructive force approaching.

Skills: In addition to skills normally available to them, Priests of Isha may choose one extra skill at each level, from the following list: *Animal Care*, *Augury*, *Cure Disease*, *Heal Wounds*, *Herb Lore*, *Identify Plant*, *Immunity to Disease*, *Manufacture Drugs* (herbal base only), and *Scrying*. As always, skills gained must be paid for with the normal cost of 100 Experience Points.

Trials: Trials set by Isha typically involve caring for the parts of the forest ravaged by those who have despoiled its beauty and working to restore areas blighted by pestilence, whether natural (plague of locusts) or otherwise (malevolent sorcery).

Blessings: Skills favoured by Isha include all curative skills (such as *Cure Disease*, *Heal Wounds*, or *Herb Lore*) and some medicinal (*Manufacture Drugs* with herbal bases). Favoured tests are mainly **Int**, **Cl** and **Fel** tests made in situations where knowledge of and empathy for the woodlands and its enchanted inhabitants are needed.