

Liadriel- Elven God of Song and Wine

Description: Due to the fact that a majority of the Elves encountered by humanity are minstrels by trade, there is a mistaken belief that Liadriel is the major deity of the Wood Elves. Still, Liadriel is a very important deity, especially to the Elves of the Laurëlor. The Patron of Music, Poetry, Dancing, and Wine is androgynous, combining traits both male and female, and appears as an Elf of surpassing beauty with a slight smile. Liadriel always carries a lute and a wineskin.

Symbol: Liadriel is represented by the following symbols: lute and wineskin, cup, and vine leaves with grapes. Initiates and Priests wear green hooded robes which are richly embroidered in gold thread. The embroidery represents a variety of symbols including vine leaves, musical instruments, fruit, and so on.

Holy Days: Holy days, as humans understand them, have no meaning to the cult of Liadriel. The deity is worshipped whenever Wood Elves sing or drink, which is quite frequently. Great feasts and wild celebrations are held on the night of every new moon in honour of Liadriel (the largest of these take place on Hexenstag and Geheimnistag). It is debatable whether these constitute anything more than a feast in which Liadriel is honoured as oppose to a holy day.

Cult Requirements: The cult is opened to all adult Wood Elves.

Religious Orders: There are three such dedicated to Liadriel:

The **Knights of the Order of the Jade Wineskin** are Templars of Liadriel who have sworn their love for the deity and devoted their life to upholding the faith. Normally, this is a fairly easy life of feasting and banqueting although the knights must undergo rigorous training and have limited independence. The Order is deeply involved in defending the Laurëlor and any invasion of it will be declared a Holy War by their leader, the Grand Master Cwr-Calambas Nar Liadriel, as the forest is sacred to Liadriel and it is an act of defilement to so invade it. Fortunately, their holy places and religious glades are hidden deep in the forest and protected by powerful magicks, but the Order realise that any incursions must certainly be stopped before these are reached. To this end, the Order generally prefers to meet their enemies in open battle and remain independent of the main Elven forces, though they do recognise the need for unity and as long as it serves their purpose.

The **Liadrielinim** ('The Lords of Song and Wine') are clerics of Liadriel. They are not best suited to war but will serve as they may under the direction of their holy leader, Party-Lord Mellas Kir Alyar u Liadriel. The Liadrielinim bolster spirits by holding battle feasts and victory banquets dedicated to Liadriel and will appear on the battlefield as needs require.

The **Minstrels of the Order of the Green Lute** are champions have proved their loyalty to Liadriel in many ways and are respected throughout the forest. This unit only bands together on the raising of their amuletic standard in times of a forest emergency, which is generally declared on the occurrence of any organised assault by their leader, the Great Balladeer, Nalfin-Lambaras ur Liadriel.

Strictures: The only strictures in the cult of Liadriel are:

- Always oppose the destruction and desecration of the woodland realm
- Oppose actions that are detrimental to the Elven race.

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

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Dispirit, Steal Mind, Wilt Weapon; [Illusionist] Assume Illusionary Appearance, Bewilder Foe, Camouflage Area, Camouflage Illusion, Cloak Activity, Glamour, Illusionary Feature, Simple Deception

2nd Level: [Battle] Aura of Protection, Break Weapon, Cause Panic, Mental Duel, Mystic Mist; [Illusionist] Banish Illusion, Confound Foe, Hallucinate, Illusionary Woods, Lesser Eidolon, Throw Voice

3rd Level: [Battle] Cause Cowardly Flight, Cause Fear, Cause Stupidity, Dispel Magic, Subvert Weapon, Transfer Aura; [Illusionist] Illusionary Enemy, Illusion of Mighty Appearance, Universal Illusion, Vanish

4th Level: [Battle] Aura of Invulnerability, Bless (Enchant) Weapon, Cure Severe Wound, Drain Magic; [Illusionist] Complete Illusion, Destroy Illusions, Illusionary Army, Illusion of Darkness, Teleport

In addition, Priests of the Liadriel 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 (reusable ingredient) for their spells.

The ritual involves a 2nd level Priest and his 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 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 sorcerers of the Laurëloron.

Pacify

Spell Level: Fourth

Magic Points: 12

Range: Personal

Duration: 1D6 hours

Ingredients: A lute string

This spell grants the invoking priest the ability to calm all creatures within a twenty-yard radius who are hostile towards the priest or his companions. These once hostile creatures will lay down their weapons and sit as they find contentment in the song or music that must accompany this prayer. Moreover, should the invoking priest pass a **Fel** test (with the appropriate modifiers), these creatures may be called upon to provide a service, such as protecting the priest and his companions or leaving them alone. Naturally, any request that is obviously intended to do the pacified creatures harm ("Would you mind looking the other way while I slipped this sword through your ribs.") automatically ends the spell's effect. If the priest luckily survives that episode, he'll still have to contend with Liadriel (after all, this action would definitely be a gross violation of Liadriel's principles).

This spell also provides the priest and his companions with a +20 modifier to all *fear* and a +10 modifier to all *terror* tests caused by hostile creatures within the area of effect.

Skills: Clerics of Liadriel may gain one of the following skills at each level: *Augury, Charm, Consume Alcohol, Dance, Hypnotise, Musicianship, Scrying, Seduction, Sing, and Viniculture*. The skills must be bought with experience points as usual.

Trials: Liadriel does not normally set trials for his/her followers as such. There are occasions, however, where Liadriel considered that the petitioning cleric did not perform in a manner that is consistent with his/her principles. In such cases, the cleric may need to undergo a period of time where Liadriel scrutinizes their performance.

Blessings: Skills favoured by Liadriel are *Augury, Charm, Consume Alcohol, Dance, Hypnotise, Musicianship, Scrying, Seduction, Sing, and Viniculture*. There are no favoured tests, although Liadriel may confer a blessing in the form of a temporary increase in **Fel**.