

Panasia, Goddess of Music, Poetry, and the Arts

Description: The lesser Goddess of Music, Poetry, and the Arts, Panasia is the daughter of Taal and Rhya and the wife of Manann. According to mythology, Panasia was born in the aftermath of the Gods' War that was fought when the Ruinous Powers invaded the world through the collapsed polar gates. The world had just survived a near catastrophe and there was much mourning for the dead and great suffering among the living. When she appeared, full of song and merriment, the dreary greyness that covered the world burst into vibrant colours as if in the first blush of Spring. Some stories even claim that her arrival even made grim Ulric smile.

Panasia is generally depicted as either a young, joyous woman or a regal, mature woman. Hair colour and style differs depending upon where she is worshipped, darker-coloured hair in the southern Old World and a lighter colour in the Empire. She typically wears clothing of soft colour (chartreuse, saffron, and lavender are among her favourites) in the ancient Tilean style. In many images, Panasia carries her lyre or flute and is followed by dancing animals (in particular deer or swans), satyrs and/or nymphs.

Though generally seen as pleasant and inoffensive, there is a sinister side to the worship of Panasia. In many cities and large towns, self-absorbed artists and anarchists have dedicated themselves to an esoteric belief that societal conventions are imposed by the affluent to keep down the less enlightened. Thus, such rules are not applicable to the superior few whose intellect and artistic aptitude places them above the arrogant nobility and simple commoners.

Alignment: Neutral

Symbol: Panasia's most common symbol is a musical instrument, usually a lyre or flute. Many of her priests and priestesses have the symbol embroidered on the right breast of their soft-coloured tunics or crafted into a medallion or pendant (usually made of silver) to wear around the neck. The clergy of the cult do not wear robes or such common to many of the other religions. They wear whatever the fashion is of the city or land where they live.

Areas of Worship: The cult of Panasia is popular in the cities and towns of Tilea, Estalia and southern Bretonnia; especially in the quarters where artists, entertainers, and musicians congregate. The cult has recently come into its own in the southern and western Empire and counts Grand Countess Emmanuelle von Liebewitz as one of its important advocates. The cult is also popular in a number of districts in Marienburg, particularly near the University and Tilean quarter.

Temples and Shrines: The cult of Panasia has few temples – mostly small affairs – in large urban centres usually near conservatories or opera houses. In the Empire, such temples can be found in Altdorf, Nuln, Pfeildorf, and Wissenburg. Others can be found in Brionne, Quenenlles, Bilbali, Magritta, and every Tilean city-state. Shrines to Panasia can be found in theatres, art schools, and the abode of various artists.

Friends and Enemies: The cult of Panasia has its closest relations with the cults of Deanosus, Liadriel (Elvish), and the Pilgrim (Halfling). The cult is also friendly with the Taal, Rhya, and Manann cults. The cult of Panasia has an ambivalent view towards the other cults, believing

them too limited to take pleasure in the arts. In contrast, the cult does have a rather complex relationship with the cult of Slaanesh, being both attracted to its possibilities and repulsed by its extremes. The Panasian cult has no dealings with the cult of Kháine or any of those of the other Ruinous Powers.

Holy Days:

The days held holy by the cult of Panasia vary from location to location. Geheimnistag is the most widely held day of celebration, marked by art and craft fairs and other events. The latter also vary widely. In some places, singing and/or poetry contests may be held where admission to the public is free. In others, the day is marked by the closing of successful plays and the opening of new ones.

Saints: The cult does not recognise saints, but many well-known artists gain a stature that many of their respective followers consider of equal status.

Cult Requirements: The cult is opened to all who embrace the arts in all its forms as essential to life, if not the basis for it.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

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

- Always show one's appreciation to a performer of music or song as well as any artist.
- Always allow for the expression of emotion through song, poetry, or the arts.
- Always provide shelter for an artist, even one that is being prosecuted (though one must take care not to put oneself unduly at risk).
- Always lend assistance in maintaining and repairing places where art is performed or exhibited.

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

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

2nd level: [Battle] Aura of Protection, Luck, Mystic Mist, Zone of Sanctuary

3rd level: [Battle] Arrow Invulnerability, Dispel Magic, Transfer Aura

4th level: [Battle] Aura of Invulnerability, Cure Serious Injury, Drain Magic

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

Windsong

Spell Level: Second

Magic Points: 5

Range: Personal

Duration: 3D10 rounds

Ingredients: A dandelion

This spell enables the priest to determine news or current activities that are within one mile in the direction from which the wind is blowing. Thus, the priest can learn gossip, hear the movement of armed men, catch a scent of a fire burning, or ascertain a change in weather. All such activities must take place in the outdoors where it can be picked up by the wind. The wind can be as gentle as a breeze or very blustery.

Healing Song

Spell Level: Third

Magic Points: 7

Range: Touch

Duration: Instantaneous

Ingredients: A feather of a songbird

By praying in verse or song, the priest is able to temporarily relieve a character of one insanity for a period not to exceed the following day's sunrise. If the character in question has several mental disorders, then the priest has a base 50% chance of selecting the specific insanity to ease with a modifier of +10% for every level above first level. Otherwise, the type of insanity alleviated by the spell is randomly chosen by the GM.

Soothe the Savage Beast

Spell Level: Third

Magic Points: 7

Range: 25 yards

Duration: 5D6 minutes

Ingredients: A silver flute

Through use of this spell, a priest can calm down a rampaging beast the size of a bear as well as 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 calm. This also temporarily increases the priest's **Fel** by +20 when interacting with the enchanted characters for the duration of the spell. The affected characters and creatures are not compelled to do the priest's bidding and are more likely to be on their way or let the priest and his companions pass unhindered -- unless guarding something in which case the priest and his companions are gently encouraged to go elsewhere. Any hostile act by the priest or one of his company instantly dispels this divine prayer.

Merriment

Spell Level: Fourth

Magic Points: 12

Range: 50 yards

Duration: 1D6 hours

Ingredients: Bottle of fine wine

The priest can cast this spell on any hostile or otherwise unfavourably-inclined character or small group of four within range. The intended targets may take a **WP** test to avoid the effects of this spell. If failed, the victims will be favourably disposed towards the priest and her companions, even to the point of offering their rations and drink, no matter how meagre. The spell also temporarily increases the priest's **Fel** by +20 when interacting with the enchanted characters for its duration. If the **WP** test is failed by 30 or more, then the victims will be

compelled to dance, sing, and carry on as if in celebration. This celebration will not tax the victims beyond their normal endurance, but they will continue in a festive mood until they are exhausted. Any hostile act by the priest or one of his company instantly dispels this spell.

Skills: In addition to the skills normally available to Initiates and Priests, those who revere Panasia may choose two extra skills at each level at normal experience points costs: Acting, Art, Charm, Charm Animal, Dance, Musicianship, Public Speaking, Seduction, Sing, Story Telling, Wit.

Trials: It is seldom that Panasia calls upon any who worship her to undertake arduous trials as penance for some offence. When she does, these are typically mundane tasks and beneath the notice of true artists, such as sweeping the stage of a theatre, cleaning a tavern after a raucous celebration, and tutoring an ungifted student of the arts for a specified duration.

Blessings: Skills favoured by Panasia include Acting, Charm, Dance, Musicianship, Sing, Story Telling, and Wit. Favoured tests are Busk, Gossip, Listen, and Observe. Other blessing might include temporary increases to Dexterity and Fellowship.