

## **Phaestos, God of Crafts and Smiths**

**Description:** Phaestos is the lesser God of Crafts and Smiths, as well as the son of Mórr and Verena and brother to Myrmidia and Shallya. According to legend, Phaestos arrived in the ancient Estalian city of Estacrez in the guise of an itinerant craftsman as an army from long dead Nehekharans (before that land became the realm of the dead) approached to lay siege. The defenders of Estacrez had been routed in an earlier battle, leaving most of their weapons and armour behind. The city was gripped in fear that they did not have the means to fend off the enemy expected to arrive by daybreak. Without a word, Phaestos set to work in the city's foundry and worked with speed and skill throughout the night. When the Nehekharans arrived, the city walls glistened with defenders wearing newly crafted armour and armed with sharp weapons. The sight so unsettled the Nehekharans that they retreated from the realm without a fight.

Phaestos is generally depicted as a well-muscled, bald man nearing middle age with a heavy dark-coloured moustache and thick eyebrows. In various representations, Phaestos either wears a leather apron over the typical attire of a craftsman or is shirtless. He is also shown either with a hammer and chisel at hand or with a hammer and tongs.

There are rumours of a fraternity of Phaestos worshippers who believe that adding the blood of sacrifices – animal, perhaps even Human – to the foundation of whatever a craftsman is creating will give that construct greater strength and resiliency. No one is certain where this fraternity resides, but the quality their efforts are said to be beyond compare.

**Alignment:** Neutral

**Symbol:** Phaestos' cult prefers to avoid standing out in a crowd. Initiates and priests dress in the attire appropriate to whatever craft they specialise and wear simple medallions of iron, bronze, brass, stone or wood. These medallions are most often in the shape of a tool used by the wearer.

**Areas of Worship:** The cult of Phaestos is popular in the cities, towns, and villages of Tilea and Estalia, as well as the southern regions of Bretonnia and (since the 23rd century) the Empire.

**Temples and Shrines:** Temples dedicated to Phaestos are usually small affairs attached to various trade guildhalls (such as those of the Engineer, Mason, or Smith Guilds) in cities and the larger towns. In smaller settlements, a shrine to Phaestos can be found within the work areas of the resident craftsman (artisan), generally near where the tools of the craft are stored. There is also a monastery to the cult located in the Irrana Mountains near the Estalian town of Ragaños. The monastery is renowned throughout the southern Old World for its well-crafted swords.

**Friends and Enemies:** The cult of Phaestos is very close to the Dwarf cults of Grungni, Morgrim, and Smednir, as well as the cults of Mórr, Verena, and Myrmidia. The cult has friendly relations with other martial cults (Grimnir, Sigmar and Ulric) as well as the cults of Taal/Rhya and Manann. The Phaestos cult is rather ambivalent towards other cults, including those of Elves, Halflings and other Dwarf cults. The cult considers the cult of Kháine and those of the other Ruinous Powers as enemies.

**Holy Days:** The cult of Phaestos recognise two holy days. The first, held on Hexenstag celebrates the completion of old work from the past year and beginning of the new. The nature of festivities differs from one location to the next. The second on Geheimnistag signifies the end of starting new projects so that all the ones currently in progress can be completed. The observation of this date is fairly low-key with apprentices and journeymen given a half day off in recognition. If there are no more old projects in the works, then the craftsman can take on new work so long as these can be completed by the following Hexenstag.

**Saints:** Though the cult of Phaestos does not recognise saints, they do honour past craftsmen of renown, such as Leonardo da Miragliano.

**Cult Requirements:** Followers of Phaestos are dedicated craftsmen who take pride in their work.

**Priestly orders, including monks:** None

**Sponsored fighting orders- Templars:** None

**Strictures:** Initiates and Priests of Phaestos must abide by the following:

- Always exert one's best effort in any endeavour, especially those associated with one's craft.
- Do not work with shoddy materials or defective tools.
- Take credit for only the work created by one's own hands.
- Never accept a commission or job that cannot be completed in a reasonable time.
- Honour one's master (except when the master is found guilty of a crime against the cult and/or his masters).

**Spell Use:** Priests of Phaestos may use the following spells:

1<sup>st</sup> Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Immunity from Poison, Wilt Weapon; [Elemental] Blinding Flash, Find Mineral; Hand of Fire

2<sup>nd</sup> Level: [Battle] Aura of Protection, Break Weapon, Smash; [Elemental] Cause Fire, Extinguish Fire. Move Object, Resist Fire

3<sup>rd</sup> Level: [Battle] Corrode, Dispel Magic, Sharpen Weapon, Subvert Weapon; [Elemental] Crumble Stone, Zone of Temperate Weather

4<sup>th</sup> Level: [Battle] Aura of Invulnerability, Cure Serious Wound, Drain Magic

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

### **Repair Metal**

Spell Level: Second

Magic Points: 4

Range: Touch

Duration: 1D6 hours

Ingredients: A piece of iron

The priest can use this spell to temporarily repair any broken, chipped, corroded, or dented non-magical metal object – such as a tool or weapon. It can also be used to temporarily repair

damage to metal armour and shields. Once the spell ends, these items return to their previous state and no further use of this spell will have an effect until after sunrise of the following day.

### **Construct Shelter**

Spell Level: Third

Magic Points: 7

Range: 20 yards

Duration: Until the following sunrise

Ingredients: A wooden plank

Through use of this spell, a priest can call into existence a small wooden shelter about 8 yards square with four walls, an angled roof which stands eight feet tall at its peak, and a door with a latch. The building could also be rounded with a diameter of just over 3 yards. The structure is soundly built and can withstand sustained winds of up to 40 mph. It also provides a comfortable environment within so building a fire for warmth is unnecessary, even if the temperatures outside are -5 degrees Celsius (or 23 Fahrenheit). The structure has **T7** and **W20** (**WFRP1e**, "Buildings," pages 76-79).

### **Reinforce Construct**

Spell Level: Third

Magic Points: 8

Range: Touch

Duration: Until the following sunrise

Ingredients: A stone or brick

With this spell, the priest is able to strengthen any eight by eight-foot section of wall (including any door or window) or roof of a building by increasing its **T** by +1 and its **W** by +2.

### **Build Stone Tower**

Spell Level: Fourth

Magic Points: 16

Range: 20 yards

Duration: Until the following sunrise

Ingredients: Two stones

This spell allows the priest to quickly construct a small stone tower (**T 10, W 30**) with battlements surrounding the top within 20 yards of him. The tower is no more than twelve feet tall with a diameter of 5 yards and arrow slits. The single door is stout and made of oak. The inside of the tower is bare, though there is a stone stairway along the interior wall leading up to a trapdoor on the ceiling. Anyone caught napping or standing on the top of the tower when the spell ends must roll for falling damage from a 4-yard drop.

**Skills:** In addition to the skills normally available to Initiates and Priests, those who worship Phaestos may choose two extra skills at each level at normal experience points costs: Carpentry, Engineer, Evaluate, Gem Cutting, Metallurgy, Secret Language (Guilder of the specific trade), Secret Signs (Phaestos cult), Smithing, Stoneworking, Super Numerate

**Trials:** Trials set by Phaestos usually take the form of charitable work, particularly for the cults of Mórr, Verena, or Shallya. In some cases, the craftsman might be charged with accompanying the army into the field to serve without normal compensation.

**Blessings:** Skills favoured by Phaestos include Carpentry, Engineer, Metallurgy, Smithing, and Stoneworking. Favoured tests are Construct, Estimate, Listen, and Observe. Other blessings might include temporary increases to Dexterity and Intelligence.