

Torothal – Elven Goddess of Rain and Rivers

Description: Torothal is the Goddess of Rain and Rivers and is revered almost as much as Isha for the health of the woodland realm. Torothal is generally described as a tall Elven woman with long flowing light blue hair who makes her home in the rivers of any Wood Elf realm. Though normally gentle, Torothal's anger generally manifests itself in the tempests that occasionally batter the land. Many Elves believe that Torothal's anger tends to be directed at the humans who foolishly encroach upon the land.

Symbol: The symbols representing Torothal include water drops, rainbows, and lightning bolts. Initiates and Priests of Torothal wear clothing typical of Wood Elves with the addition of blue trim sewn on the hemlines. Medallions crafted in the shape of one of Torothal's symbols are discreetly worn.

Holy Days: Torothal does not have any holy days as such, though many honour her whenever rain comes to the Laurëlor. Some of those observing the descend of life-nourishing water from the sky perform a dance in celebration of the blessed event, particularly after an unusual dry spell.

Cult Requirements: Any Wood Elf may venerate Torothal wherever water flows whether from the sky or along the various rivers, streams, and waterfalls.

Religious Orders: The cult has two such Orders:

The **Flock of Torothal** are priests who form an unorganised collection of individuals under the leadership of Forest-Lord Eledhir Eidynd u Torothal. Due to their relationship with the goddess, each has the power, in addition to other abilities, to call forth a swarm of Torothal's beloved forest creatures (the type that live in either the water or fly in the air) in order to defend her forested homeland. The types of swarm that may be called include birds, otters, and frogs.

Torothal's Rain of Death are a band of scout-templars dedicated to the protection of the forest rivers that are so beloved of their goddess, and are the life blood of the forest. The leader, Kinthane Lorfin Alfheim, is an initiate of Torothal and the unit is a semi-religious one under the auspices of the clerics of Torothal.

Strictures: Initiates and Priests of Torothal abide by the following strictures:

- Never dam or otherwise impede the course of a river or other waterways.
- Do not permit the defilement of rivers or other waterways.
- Do not allow a fellow being to go thirsty.
- Do not abuse the animals of the air and water.
- Do not suffer the enemies of Elfkind to harm any living being in the woodland realm.

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

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Dispirit, Flight, Slippery Ground, Wind Blast; [Elemental] Blinding Flash; Cloud of Smoke, Create Spring, Magic Light, Walk on Water

2nd Level: [Battle] Aura of Protection, Cause Panic, Lightning Bolt, Mystic Mist, Steal Magical Power; [Elemental] Cause Rain, Clap of Thunder, Control Lightning, Extinguish Fire, Icy Ground, Move Object, Resist Fire

3rd Level: [Battle] Arrow Invulnerability, Cause Cowardly Flight, Cause Fear, Cause Stupidity, Dispel Magic, Enfeeble, Transfer Aura; [Elemental] Banish Elemental, Become Ethereal, Draw Down Lightning

4th Level: [Battle] Aura of Invulnerability, Bless (Enchant) Weapon, Cure Severe Wound, Drain Magic, Reverse Spell, Stand Still; [Elemental] Change Weather (Ritual), Dispel Elementals, Summon (Air or Water) Elemental, Summon Swarm, Swell River

In addition, Priests of Torothal can 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 sorceror’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.

Raise Fog**Spell Level:** Third**Magic Points:** 8**Range:** 48 yards**Duration:** 1 hour**Ingredients:** A clump of moss mixed with a pinch of algae.

This spell is similar to the second level Battle spell of Mystic Mist (**WFRP**, page 157) though with a greatly increased area of effect with a 20-yard radius.

Skills: Clerics of Torothal may gain one of the following skills at each level: *Augury*, *Boatbuilding*, *Drowsing*, *Navigate (River)*, *Orientation*, *River Lore*, *Row*, *Sailing*, *Scale Sheer Surface*, *Scrying*, and *Swim*. The skills must be bought with experience points as usual.

Trials: Trials set by Torothal typically involve protecting rivers, waterfalls and other waterways from those who seek to despoil its beauty and deny its use to other denizens of the woodlands and other locales. In some cases, this might also involve protection of the forest where the Wood Elves live.

Blessings: Skills favoured by Torothal are *Augury*, *Drowsing*, *Navigate (River)*, *Orientation*, *River Lore*, *Row*, *Sailing*, *Scrying*, and *Swim*. In addition, Torothal favours **Dex** and **Int** tests in situations where the priest must make a path to head off any threats to the waterways of the forest.