

Cascade the Collapser

"A man flung into the sky during a hurricane may laugh or scream at a once in a lifetime experience."

Eminances - Natural disasters, elementalism, uncontrolled force
Chaos

You have made a Covenant with Cascade the Collapser. Cascade is represented by a circle drawn in the dirt (fancier temples have a low sand box for this). The few zealots who follow this path, they sometimes hear the elements laughing as they rampage, and just as often, begin laughing as well, even as a city shreds under unheard of wind forces, or a village slides down a mountain face, even as thousands scream in terror.

Blessings

Nature's Chosen

You never suffer for sleeping on poor camping grounds. Saves involving exposure to natural elements are also -2 DV and you can spend Favor on a 1:1 basis to lower it further.

In My Element

Against elemental damage you may spend Favor to Impair the damage die.

Doctrines

First Doctrine - Minor elemental miracles - the power of a campfire, control light winds, bend a brook

Second Doctrine - Summon minor elemental, create a momentary gale or blast of hail, a bonfire

Third Doctrine - Burn a house in an instant, throw lightning, create a tornado, make a sink hole

Fourth Doctrine - End a city with an element of your choice. Summon a major elemental.

Fifth Doctrine - Command apocalyptic levels of elementals; crack continents, relocate oceans, shatter the moon with lightning

Gaining Favor

1 - Surprise someone, Convince someone to make a minor offering to Cascade, Disabuse someone of a false hope

5 - Make a town or city lose faith and dismantle a long standing institution of power, Have a people destroy their own history, Instigate a three way war

15 - Defeat a tyrant without magic - only an army of 10,000 children - none older than 10, Convince 100 sovereigns to give up their thrones without force or coercion

Eternal - All things capable of speech should know terror at a single, beautiful moment.

Facade the Body Changer

"...and you shall be granted a new body, in trade for the many others you have offered into the altar of Facade."

Eminances: Transplantation, beasts, frenzy

Chaos

You have made a Covenant with Facade the Body Changer. Facade is symbolized by a large piece of cloth; the followers typically use cloaks, but anything from a tablecloth to a bedsheet can work as well. Facade's miracles are unseen; the body is covered and movement and sounds are heard, then the new body or parts are present and the old ones never to be seen again. Of all the changes, however, the eyes always remain, for they are the window to the soul.

Blessings

Facade's Cloak

Should you ever lose your cloak, or it damaged, you can spend 1 Favor and a new one will appear - mysteriously, when you aren't looking. It is a sturdy cloak of good quality that has one minor magical quality of slowly cleaning itself over time. It cannot be sold or gifted but you can loan it to someone you are traveling with.

In a Pinch

When you are brought below zero hitpoints and would suffer a wound, you can spend Favor equal to that wound level and simply not suffer it. Well, you do suffer it and the pain associated with it but Facade kindly swaps that part of your body in an instant with an undamaged one. It will not match but you can always trade it in later.

Doctrines

First Doctrine - Induce an animal to panic or rage, being unnoticeable to animals, animal senses

Second Doctrine - Command animals, transplanting organs or limbs, taking a new face or skin

Third Doctrine - Taking a new body, give an animal an unnatural form, ability to eat as animals do (uncooked food, hard plant matter, poisonous food, etc.)

Fourth Doctrine - Forcing someone into a new body in an instant, enthralling animals to act completely unnaturally, commanding herds, flocks, or swarms at once

Fifth Doctrine - Induce a divine level of panic or rage, magical animal senses ("Track the footsteps of a guilty man", "knows the touch of children destined to die early" etc.), trapping entities or people in the space Facade keeps the bodies until needed.

Gaining Favor

1 - Collect a body part to offer to Facade, heal an injured animal, heal a person missing a limb or with a bad organ

5 - Convince someone to give up a healthy limb or organ for another part (for themselves or someone else), Trade for a new part on a whim, make someone desirous to join Facade's Covenant

15 - Get a community of a thousand to change their bodies, introduce a new species to stabilize an ecosystem

Eternal - Let not a person exist who hasn't changed bodies.

Exchange the Safe Keeper

"Give and take. Take and give. If you understand this, you understand Exchange."

Eminances: Tools, weapons, enchantment, crafting

Law

You have made a Covenant with Exchange the Safe Keeper. Exchange is never seen directly, other than it's mysterious hands which hand or accept items and seem impossible to harm, and it never displays any form of emotion or concern or communicative gesture.

Blessings

The Hand of Exchange

From inside your shirt, a bag, under a table, basically anywhere others can't directly see, a hand of Exchange pops out to accept an object (1 slot) you hand it and stores it "somewhere", taking up none of your slots and creating no encumbrance. You can reach and grab it again from any location the hand could appear at. It is accessible as a "handy" item.

A Craftman's Grip

When you are holding a tool, object, or item, you will never accidentally lose your grip or be disarmed unless you are dead or choose to let it go.

Doctrines

First Doctrine - Skillful use of any tool, repair, building and mending, trade an item with Exchange for another of equal or lesser rarity & value

Second Doctrine - Summon any tool or weapon up to cost 50p, temporarily enchant items, suffer no Exhaustion for labor, do an hour's work in a few minutes

Third Doctrine - Do a month's labor in a day, instantly repair a ruined or broken object, Enchant objects to be immune to natural wear and tear, dismantle an object at a touch

Fourth Doctrine - Hide a building in Exchange's "Somewhere" for a time, chain and seal demons or spirits, create beautiful nature-defying objects out of suffering or delusion

Fifth Doctrine - Raise up a town or a palace in moments, cast down bridges, walls or buildings at a glance

Gaining Favor

1 - Use Exchange to hide a stolen object from the owner, Offer Exchange a small, living creature (it will not be returned), help cover up a crime without the perpetrator's knowledge

5 - Offer Exchange a part harvested from a creature capable of speech that died in front of your eyes, Offer Exchange a part harvested from a highly magical creature, Offer Exchange the last keepsake of a truly good person

15 - Offer Exchange a piece of evidence upon which 10,000 lives depend on, Offer Exchange the fresh heart from the last living member of a species

Eternal - If the future of the world could depend on a single object - offer that to Exchange, never to be returned.

Threshold the Seer

"Opening the door to the unknown means you can never close it again, no matter what shows up at the entrance."

Eminances: clairvoyance, divination, forbidden knowledge

Law

You have made a Covenant with Threshold the Seer, the one who is never seen yet shows you the unseen. Threshold's messages are always heard or barely seen out the corner of your eye at a place that is a threshold where one's vision is obscured - a doorway, a window, a cave opening, a well, a gate or two pillars or trees standing tall.

Blessings

Mysterious Premonition

At the beginning of each game session, roll 2d6. Note the numbers. At any point in the session, you can use up the number and swap it in for an Exploration or Travel roll if you don't like the outcome that was rolled.

Just the thing

Premonitions told you to bring unusual but exactly the correct items to use in a pinch. You may spend points of Favor instead of Supply.

Doctrines

First Doctrine - Predicting weather, Avoiding getting lost, Avoiding accidents

Second Doctrine - Hearing things at a distance, premonitions against danger, getting expert advice on problems, knowing the exact location of an object once handled

Third Doctrine - Hearing detailed facts on secrets no one could know, getting expert advice on magical problems, knowing where to find a (type) of object, knowing the exact location of a person

Fourth Doctrine - Hearing the names of demons and spirits, Hearing the secrets of every crime or sin that occurred in a place, hearing the emotional state of a person you can name - anywhere in the world

Fifth Doctrine - Binding any creature or entity capable of speech, directly to a Threshold to serve as its oracle and mouthpiece, forever.

Gaining Favor

1 - Act on the premonitions that you didn't ask to hear, Avoid people who matter to you in order to listen at a Threshold, Hide the truth of why you are doing something

5 - Push an innocent through a Threshold - never to be seen again, Destroy any evidence so you are the only one who knows what really happened with a foretold event, Help cover up a secret that will harm others for not knowing

15 - Help fulfill a prophecy that destroys a land, sacrifice 108 people under lifelong curses to create a permanent Threshold where voices of the future speak incessantly

Eternal - Have every living person step through the permanent Threshold.

Idol the Generous

"All things have a cost, but who pays it is a different question"

Eminences: Wealth, Curses, Transference

Neutral

You have made a Covenant with Idol the Generous. Idol is represented with a flat oblong stone set standing on an altar wherever a shrine may be found. It is not decorated, yet seems more and more beautiful, depending on how much desperation, fear, despair and greed one holds in one's heart.

Blessings

Amelioration

Whenever you incur debt from Conspicuous Consumption, when you roll for the outcome, you may bump your result up, or down 1.

Velocity of Trade

If you suffer a Status, and can cause another creature to suffer the same Status, you are cured of your own affliction. Note that it applies to the status broadly - if you are poisoned, you do not have to inflict the same type of poison upon another, any poison will do.

Doctrines

First Doctrine: Miracles in the manner of identifying monetary value, fears, desperation.

Second Doctrine: Miracles in the manner of instant calculation, lesser curses and binding vows and invoking minor aspects of Idol

Third Doctrine: Miracles in the manner of forbidden deals and sacrifices, greater curses and invoking major aspects of Idol

Fourth Doctrine: Miracles in the manner of trading fates and destiny, offering wishes at a price, and binding deals with Greater Powers.

Fifth Doctrine: Miracles in the manner of brokering trades or exceptions with natural laws itself (gravity, time, etc.)

Gaining Favor

1 - Get someone to make a vow at an altar for Idol & carry out the task, Extract a favor from someone in desperation, Convince someone to worship Idol.

5 - Get someone to sacrifice something that cannot be replaced to Idol, Found a new temple, Get someone to sacrifice their name to Idol.

15 - Get someone to trade the last thing they love in the world in exchange to curse another, Get someone to willingly and freely work themselves to death for Idol with no desire of reciprocity or reward.

Eternal - Convince the entire world of people to give up their names to Idol.

Binding the Embracer

"Together. Stronger. Forever."

Eminences: Compulsion, Summoning, Toughing it Out
Law

You have made a Covenant with Binding the Embracer. Binding is known by strips of cloth, or leather, upon which vows are written, then tied around the body. Binding ties you to existence, to others, to draw upon like anchors of the body, mind and soul, until all form one single, large net, perfectly enwrapped.

Blessings

Together

Any whom you have compelled to act on an endeavor with you, you can split damage between you as you wish, however you must always take at least 1 point every time.

Control

Spend 1 Favor to ignore all Exhaustion for 1 turn - it doesn't take up Slots, doesn't slow your movement, etc.

Doctrines

First Doctrine - Ignore pain & exhaustion, deny the need for sleep or food, summon a small animal

Second Doctrine - Summon a person from nearby, compel a simple action, summon a larger animal, compel forgetting a short period of time

Third Doctrine - Summon a person from afar, compel a quest, compel forgetting a chunk of time

Fourth Doctrine - Summon spirits, compel a lifelong task, compel forgetting an entire personality

Fifth Doctrine - Compel beyond death

Gaining Favor

1 - Compel someone to go into danger, Compel someone to forget a small moment, Fully wrap one of your limbs.

5 - Compel yourself to give up something you love, Permanently bind 1 sense, Compel another to do something they are too cowardly to admit they want to do

15 - Have an entire city's inhabitants self-mummify in Binding's wraps, Compel a demon, spirit or higher power

Eternal - The world as one hivemind, tied together by Binding

Whisper the Deceiving

"Making something of nothing, what greater act of creation could there be?"

Eminences: Imperceptibility, healing, accidents

Neutral

You have made a Covenant with Whisper the Deceiving. Whisper is heard in darkness, or from under a bed, in small cracks in a wall, or under floorboards or from under sheets of a bed or behind a curtain. If you look, you will not see them. Whisper tells you it is all right, everything will be fine, as long as you break it and sow chaos. To live, is to be confused.

Blessings

Skitter

Spend a point of Favor for each 10' you move imperceptible to anyone

Perfect Sunbeam

If you spend an Exploration turn sleeping in the sunlight, you may remove a point of Exhaustion

Doctrines

First Doctrine: Calming emotions, sharpening senses, dulling sound and light

Second Doctrine: Healing injury and trauma, being invisible or silent, causing things to break faster

Third Doctrine: Healing lasting injuries, regrowing lost limbs, causing worst-of-luck slip ups

Fourth Doctrine: Healing damage to spirit, undetectable to magic or divination, tricking predestination

Fifth Doctrine: Hiding a place in a subdimension undetectable, forcing multiple disasters to coincide

Gaining Favor

1 - Calm someone in danger with a lie, heal an injury to send the person back into danger, drop something heavy on someone unsuspecting

5 - Trip someone so they fall more than 10', get someone to dedicate their life to a lie you've told them, convince someone you know the truth of something they would kill for - except you actually knew nothing about it.

15 - Remove another Covenant from existence, cause a stable region to fall into strife for a generation

Eternal - Destroy all Covenants, ending last, with Whisper the Deceiving

Honor the Pit

"Throw your hate into this place, whisper your curses, give blood, give children, give hope, it matters not. The ones you hate, they too, will suffer."

Eminences: Curses, vengeance, ill portents

Neutral

You have made a Covenant with Honor the Pit. All right minded people fear it, but everyone has a story of someone who has made a deal with one of their representatives. After all, who has not experienced injustice, jealousy or hatred? Honor always appears shrouded behind curtains, veils or standing screens. There's always a dark hole, to which you throw your offerings and your worst desires.

Blessings

Let us bleed together

You may inflict damage upon yourself, and your target at range (visible or if you have a belonging or part of their body) receives that damage + 1d6 per 2 favor spent. Your injuries from this cannot heal until both a sunrise and sunset have passed.

Curses Linger

When you inflict a status upon someone, in any fashion, the duration lasts an additional 1d4 turns.

Doctrines

First Doctrine: Unsettling people, forcing morale checks, minor cosmetic ailments, a stumble or minor failing of coordination

Second Doctrine: An injury like a sprain, a significant cosmetic ailment, failing the next time they do a risky action of a specified type.

Third Doctrine: A lasting curse, a clearly unnatural physical affliction, a compulsion to do something ruinous to their own life

Fourth Doctrine: Heavy magical curse (lycantropy, etc.), Family line curse, chaining someone to their worst desires

Fifth Doctrine: They fall into The Pit, wherever they are and their cries can be heard at any of the shrines to Honor, curse a town, or a place, set plagues upon a people the follow them

Gaining Favor

1 - Tell someone the truth in a way that will lead to tears, help someone carry out their hatred of another, let a wronged person see their malfactor suffer in excess of the harm

5 - Tell someone the truth in a way they will go forth and murder, tell someone the truth in a way their actions will lead to their own suffering, encourage a wronged person to enact vengeance far in excess of the harm

15 - Tell someone the truth in a way that destroys their will at a juncture when thousands depend on them, Engineer the downfall of hundreds of people but only let the most evil person know the full truth at a point when no one will believe them, Cause 7 heirs to doom themselves in the same way in succession

Eternal - Cause someone at the brink of enlightenment/godhood, to give it all up for hate, to cast away everything for this.