

Yelmalio's Gifts and Geases

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Yelmalio assigns gifts and geases as only he understands. Often a worshipper will gain the same gift as another but have a different geas. Narrators may choose to assign the specific gift and geas, or may allow the player at least to choose the gift.

If a gift grants an ability that a hero already has, or indicates it should be raised to a level that the hero already possesses, the appropriate rating instead increases permanently by +5.

Gifts and Required Number of Geases: 1d20

- 1 **Yelmalio's Benevolence** (+5 on any skill chosen by the initiate*); 1 geas.
- 2 **Eyes of Heaven** (+5 to See Far ability); 1 geas.
- 3 **Bow of Pure Light** (any arrow fired glows with light: +5 to Archery); 2 geases.
- 4 **Spear of Gold** (any spear picked up glows with light: +5 to Spear Combat); 2 geases.
- 5 **Javelin of the Sun** (any javelin picked up glows with light: +5 to Javelin); 2 geases.
- 6 **Shield of Brilliance** (+2 to Spear and Shield affinity); 1 geas.
- 7 **Yelm's Light** (+2 to Light affinity); 1 geas.
- 8 **Ernalda's Love** (+2 to Grain affinity); 1 geas. (Alter to suit chosen Hero Cult.)
- 9 **Solitary Strength** (gain Strong or Enduring – 50/50 - at 17); 1 geas.
- 10 **Arinsor's Clearmind** (gain Resist Confusion feat in Light affinity); 1 geas.
- 11 **Oloros' Healing Light** (gain Drive Out Disease Spirit feat in Light affinity); 1 geas.
- 12 **Beauty of Light** (gain Attractive 17); 1 geas.
- 13 **Monrogh's Lantern** (any gold touched instantly glows with light); 1 geas.
- 14 **Togtuvei's Feather** (gain Find Sun Dome Temple feat in Light affinity); 1 geas.
- 15 **Avenger of Brilliance** (gain +3 edge to Light affinity when fighting Darkness foes); 1 geas.
- 16 **Bird of Heaven** (gain Speak with Birds feat in Light affinity); 1 geas.
- 17 **Secret Fire** (gain Resist Fire feat in Light affinity); 1 geas.
- 18 **Yelmalio's Healing** (regain 2AP/rd -physical combat only-, as long as AP above 0) **; 1 geas.
- 19 **Kuschile's Horse Gift** (gain an independent Speak with Horses feat at 17); 1 geas.
- 20 **Narokoris' Resist Corruption Gift** (gain a Resist Nomad Spirits feat in Light affinity); 1 geas.

* A given ability can only be increased a single time. If rolled again, a different ability must be selected.

** If rolled again, increase recovery by 2 AP.

Geases: 1d20

- 1 Never wear metal armor *.
- 2 Remain Celibate every Fireday **.
- 3 Never eat the meat of birds.
- 4 Never eat the meat of horses.
- 5 Never eat any meat but that of birds.
- 6 Never eat meat.
- 7 Never seek shelter from a storm.
- 8 Speak only the truth.
- 9 Never let a horse suffer needlessly.
- 10 Never let an Aldryami suffer needlessly.
- 11 Never use a weapon type of narrator's choice (other than spear, javelin, or bow).
- 12 Never flee from or surrender to worshippers of Zorak Zoran.***
- 13 Never flee from or surrender to darkness creatures.
- 14 Never speak to or help trolls in any way.
- 15 Never speak to or help dwarves in any way.
- 16 Never speak to or help Orlanth worshippers in any way.
- 17 Never speak to or help non-light worshippers in any way.
- 18 Never love any but Earth cult worshippers.
- 19 Never bathe.
- 20 Roll twice more. If 20 rolled again: no geas, favored by Yelmalio.

* If rolled again - never wear "any armor."

** If rolled again - "every Fire Season;" if rolled a third time, increase to "Complete Cellbacy."

*** If rolled again increase from "worshippers of Zorak Zoran" to "trolls."