

## Orlanth (Great God 𐌆𐌆𐌺𐌸)

Orlanth is the King of the Gods. Called Chief of the Storm Tribe, Lightbringer, the Loud-Thundering Husband of Ernalda, and many other great and powerful names, he is the central figure of Orlanthe myth, and the focus of their worship and society. Through his worship, cult members are given access to the powers of the Air (which he rules) and Storm, as well as Movement, and Mastery.

### Cult Description

All male members of Orlanthe society become lay worshippers during their initiation to adulthood. Those who wish to deepen their understanding of Orlanthe may dedicate themselves more fully to his cult, and such individuals follow the usual track as laid out in the Magic article.

Worship of Orlanthe takes the form of martial dances, songs, votive offerings, and the sacrifice of rams (those with unusual coloration are particularly potent.) Hills, mountains, and henges are his holy places.

### Spells (III indicates spells available only to devotees)

Shape Air, Air Jet, Air Vision, Wall of Wind, Windstorm (III), Essential Air (III), Summon Air Elemental, Control Air Elemental, Walk on Air (III)

Haste, Deflect Missile, Winged Knife, Lighten Burden, Quick March, Undo, Jump, Great Haste (III), Teleport (III), Blink (III), Freedom

Keen Hearing, Thunderclap, Great Voice, Resist Sound, Far Hearing (III), Message

Fog, Predict Weather, Clouds, Wind, Rain, Warm, Resist Lightning, Lightning Weapon, Lightning Missiles, Storm, Lightning, Explosive Lightning (III), Spark Storm (III), Lightning Armor (III)

Fear, Bravery, Strengthen Will, Loyalty, Command (III), Oath, Lesser Geas, Suggestion, Charm, Weaken Will (III), Mass Suggestion (III), Great Geas (III)