Auras of Retribution

This is an OOC document and does not exist IC.

An aura is a persistent spiritual effect on a person, location or item. The auras listed here are created by priests whose soul is dedicated to Retribution who use the relevant ceremonial skill. A character who is dedicated to Retribution must pick one of the following auras when they perform the relevant ceremony.

Retribution is a thing that a character in Empire can have their soul dedicated to. The Empire regards it as a false virtue and calls it Vengeance. It is known by other names – for instance, Justice – and the choice to use "Retribution" here is just to pick one name to consistently refer to it by.

Similarly, the names used for each aura are intended for OOC use only, primarily to inform a referee which you are applying if required. If your character has just gained the ability to use these auras, you could roleplay that they are only aware of the ones corresponding to the skills they can use, that they are aware of all of them, or that they only become aware of them when they attempt to create an aura for the first time. All of these are valid ways to use this list.

For convenience, GOD may have blank Anointing cards for you to use.

Anointing

Anointing involves a short ceremony to create a personal aura on a mortal being. Anointing always requires the consent of the subject.

The Geas of Retribution

You feel an urge to destroy the person or group you swore vengeance upon when anointed. Only you can deliver the appropriate punishment.

The Strength of Retribution

You feel an urge to defend your personal honour. You feel strong enough to confront anyone that insults you.

The Duty of Retribution

You feel driven to find those responsible for wrongs against your family or friends. You have a duty to ensure that justice is done.

The Blood of Retribution

You feel a need to ally with those who share your grudges. Your common enmity forges a kinship between you.

Consecration

Consecration is the ceremony used to create an aura on a clearly defined location. There is only one aura for each virtue, and all priests create the same one when they use this skill.

Their Dear Causes

You have a profound awareness of how you have been wronged. Every grievance is a wound inflicted by an enemy.

Dedication

Dedication is the ceremony used to link a pilgrim's soul to the virtue. It can also be used to create vivid oracular dreams.

Dreams of Retribution

The next time you sleep you experience a vivid dream concerning those that have wronged you and those who may do so in the future. The dream will often show ways in which you might take action to enact your revenge upon them. Sometimes the dream will reveal a crime against you that has not yet happened. Although you do not recognise the circumstances, the sight of this wrong fills you with rage. Elements of the vision will often represent, literally or symbolically, ways in which you will punish this wrong and ensure it never happens again.

Hallow

Hallow is used to create an aura on an item, such as a weapon, implement, shield or suit of armour. It is not possible to use hallow to create an aura on large immobile objects. Hallows do not provide a source of supernatural strength, but are durable and can last for a year (or potentially forever in the case of an artefact hallowed with true liao).

• Hallowing of the Weregild

You feel driven to **demand reparations** and remind others that forgiveness must be earned.

• Hallowing of the Executioner

You feel driven to **ensure the guilty are punished**. It is gratifying to see people get their just deserts.

• Hallowing of the Jury

You feel an urge to trust your instincts in matters of right and wrong.

• Hallowing of the Vendetta

You feel a desire to **pursue vengeance** no matter how convincing the reasons to delay.

• Hallowing of the Warning

You feel driven to make public examples of those who have wronged you.

• Hallowing of the Mob

You feel an urge to encourage others to seek retribution.

• Hallowing of the Merciless

You feel driven to **show no mercy** to those who threaten your loved ones.

• Hallowing of the Prince

You feel an urge to **record your grudges**, to ensure that no slight goes unpunished.