

# Auras of Peace

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 Peace who use the relevant ceremonial skill. A character who is dedicated to Peace must pick one of the following auras when they perform the relevant ceremony.

Peace 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 Tranquillity or Harmony. It is known by other names – for instance, Understanding – and the choice to use “Peace” 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.

## **Anointing**

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

### **The Armour of Peace**

*You feel a strong desire to find common ground with those you disagree with. Mutual compromise seems the natural first step to mutual benefit.*

### **The Sword of Peace**

*You feel empowered to resolve the conflict you named when anointed. If you do not take action, you will be complicit in the discord that follows.*

### **The Shield of Peace**

*You feel an urge to bring an end to violence in all its forms. No sacrifice is too great if it brings greater harmony.*

### **The Scabbard of Peace**

*You feel driven to remain calm in the face of threats or insults. You know that you can rise above such pettiness.*

## **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.

### **Passage to Remorse**

*You have a profound sense of empathy — a deep understanding of the way others feel. You know it is important to see things from their perspective.*

## 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 Peace

*The next time you sleep you experience a vivid dream concerning those you are in conflict with. The dream will often show things you have in common with them, or provide insight into the motivations behind their actions, in order that you might find a peaceful solution. Sometimes the dream will cause you to reconsider your convictions, allowing you to find a new perspective. Often, in the dream you will be someone else, and encounter, symbolically or directly, a representation of how you seem to others.*

## 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 Righteous**

*You feel an urge to **confront the violent** and demonstrate the futility of bloodshed.*

- **Hallowing of the Pastor**

*You feel driven to **mediate peaceful solutions** between those in conflict.*

- **Hallowing of the Martyr**

*You feel able to **endure suffering** in order to bring an end to the suffering of others.*

- **Hallowing of the Hero**

*You feel driven to **save the lives of others** regardless of your feelings about them.*

- **Hallowing of the Preacher**

*You feel an urge to **chastise the self-centred** and encourage them to see other points of view.*

- **Hallowing of the Ambassador**

*You feel able to **tolerate the beliefs of others**, even when they challenge your own convictions.*

- **Hallowing of the Victor**

*You feel able to **back down from conflict**, finding the strength to step aside from needless strife.*

- **Hallowing of the Diplomat**

*You feel an urge to **speak to your enemies**, so that you might better understand them.*