The Cleric

This document contains a collection of new 2nd and 3rd circle prayers for clerics.

Second Circle

Blessing of the Lord of Labor

Laying hands upon the faithful's brow, the cleric imbues the strength of the ox.

- Supplies for Blessing of the Lord of Labor: a pair of wooden toy oxen fitted with a yoke.
- Alignment: Unaffiliated
- Scholar Ob to scribe as a scroll: 3

Blessing of the Lord of Labor Factors

Advantage (start counting at 2): +1D, +2D, +3D

Duration: 1 turn, 2 turns, 3 turns

Blessing of the Lord of Labor Effect

Successful invocation of this prayer provides additional dice to the Health ability or Laborer skill of one recipient (choose the effect before rolling). Increased Health counts for the purpose of determining disposition in conflicts that use Health as a base (drive off, kill and pursue/flee).

Prorogation of the Lord of Adders

With a propitiatory genuflection the priest diverts the attention of the Lord of Adders.

- Supplies for Prorogation of the Lord of Poisons: a bezoar crumbled upon the tongue or infused in water or wine.
- Alignment: Unaffiliated
- Scholar Ob to scribe as a scroll: 3

Prorogation of the Lord of Adders Factors

Poison type: alchemical solution or powder (including sleepy dust), animal venom, magical creature venom Number affected: one character, two characters, dinner party, feast hall

Prorogation of the Lord of Adders Effect

This prayer negates the effects of drugs, venoms and other poisons. Invoke the prayer before the affected characters make a Health test caused by the poison.



Third Circle

Absolution of the Lord of Endings

By laying on hands and invoking the Law, the priest lifts curses and harmful enchantments.

- Supplies for Absolution of the Lord of Endings: a silver lancet.
- Alignment: Law
- Scholar Ob to scribe as a scroll: 5

Absolution of the Lord of Endings Obstacle

Ritualist Ob to cast: equal to 1 + circle of spell or prayer, level of magic item or Might of monster that imposed the curse.

Absolution of the Lord of Endings Effect

Invocation of this prayer breaks the ongoing effects of hostile magic or miracles upon a target touched by the cleric. It will break spells (like Thread of Friendship or Greybeard's Bane), prayers (like Execration or Chains of Fate), the effects of cursed magic items or effects imposed by monsters (like a ghoul's paralysis or a harpy's enchanting song).

Catholicon of the Lord of Plagues

Soothing the fevered brow, the priest begs the Lord of Plagues to release the afflicted.

- Supplies for Catholicon of the Lord of Plagues: a paste made of saffron, painted upon the skin.
- Alignment: Law
- Scholar Ob to scribe as a scroll: 3

Catholicon of the Lord of Plagues Obstacle

Ritualist Ob to cast: 4

Catholicon of the Lord of Plagues Effect

Alleviate the sick condition of one recipient.

Communion of the Black Gate

Intoning a solemn dirge, the priest commands the dead to come forth for interrogation.

- Supplies for Communion of the Black Gate: a libation of blood or wine.
- Alignment: Chaos
- Scholar Ob to scribe as a scroll: 4

Communion of the Black Gate Factors

State of Corpse: recently deceased, dead more than three days, excarnated bones

Type of Death: Violent, Peaceful

Grave Site: desecrated, unsanctified, sanctified

Species (human, dwarf or halfling is free): humanoid monster capable of speech, inhuman monster capable of speech

Communion of the Black Gate Effect

This prayer allows the cleric to ask questions of the dead and receive answers. Meeting the obstacle allows the cleric to ask one question. The cleric may ask additional questions equal to the margin of success. The prayer requires the reasonably intact head or skull or the person the cleric wishes to question. The spirit can only answer questions about what it knew or perceived up to the moment of death. The spirit will answer truthfully to the best of its ability, even if it is hostile to the cleric. This prayer does not work on the undead or elves.

Contingence of the Lords of Creation

Laying hands upon flesh, the cleric heals that which is rent and torn.

- Supplies for Contingence of the Lords of Creation: a silver chalice filled with water or wine.
- Alignment: Law
- Scholar Ob to scribe as a scroll: 3

Contingence of the Lords of Creation Obstacle

Ritualist Ob to cast: 4

Contingence of the Lords of Creation Effect

Alleviate the injured condition of one recipient.

Guidance of the Lord of Paths and Ways

The Far Wanderer reveals the secret ways to the devout that they may walk lightly upon the earth.

- Supplies for Guidance of the Lord of Paths and Ways: a wooden disc inscribed with a curved line to represent the horizon and an upturned crescent above it.
- Alignment: Unaffiliated
- Scholar Ob to scribe as a scroll: 4

Guidance of the Lord of Paths and Ways Factors

Terrain type: moors, plains or tundra; desert, forest or hills; jungle, mountains or wetlands

Number of travelers: individual, adventuring party, caravan or small company, battalion, army

Guidance of the Lord of Paths and Ways Effect

While under the effect of this prayer, a character crosses terrain as if on a good road on level ground. The effect of the prayer lasts until the character crosses into a new terrain type or a day passes, whichever comes first. Margin of success may be spent to extend the effect by one day per success. Regardless, the effect ends once the character enters a new type of terrain.

Inspiritment of the Black Goat

Invoking the names of the Lord of Blood, the priest calls daemons to scuttle forth from the cracks between worlds to animate the bodies of the dead.

- Supplies for Inspiritment of the Black Goat: an obsidian rod capped with a skull.
- Alignment: Chaos
- Scholar Ob to scribe as a scroll: 4

Inspiritment of the Black Goat Factors

Type: zombie, tomb guardian, skeletal honor guard (see The Dread Crypt of Skogenby)

Location: site of recent death (gibbet, battlefield, massacre), graveyard/grave pit, ossuary

Inspiritment of the Black Goat Effect

This prayer calls forth daemonic servitors to animate the dead. Meeting the obstacle animates one corpse/skeleton. Margin of Success may be spent to animate additional undead, up to a maximum equal to the cleric's Will. These undead have Might, Nature and Nature Descriptors according to the type of undead animated and will follow the cleric's orders (actions performed by these undead servitors cost a turn).

At the end of each phase after the undead have been animated, the cleric must test Will against an obstacle equal to the number of phases they have been animate. This test does not cost a turn. Failure indicates the undead break free of the cleric's control. The cleric may end the effect of the prayer at any time before the undead break free.

Litany of the Lord of Rule

Intoning imperiously, the priest enjoins the recipient to seek the will to power.

- Supplies for Litany of the Lord of Rule: a wooden toy mule
- Alignment: Law
- Scholar Ob to scribe as a scroll: 3

Litany of the Lord of Rule Factors

Advantage (start counting at 2): +1D, +2D, +3D

Duration: 1 turn, 2 turns, 3 turns

Litany of the Lord of Rule Effect

Successful invocation of this prayer provides additional dice to the Will ability or Steward skill of one recipient (choose the effect before rolling). Increased Will counts for the purpose of determining disposition in conflicts that use Will as a base (banish/abjure, capture, convince, convince crowd, trick/riddle).

Spring of the Eternal

A touch upon a stone draws water to quench one's thirst.

- Supplies for Spring of the Eternal: a forked branch of hazel or willow.
- Alignment: Unaffiliated
- Scholar Ob to scribe as a scroll: 3

Spring of the Eternal Factors

Terrain: wetlands, jungle or forest; hills, plains or moors; desert, mountains or tundra

Flow (seep for one is free): trickle (enough for adventuring party), steady (enough for caravan or small company), torrent (enough for battalion)

Duration (one test is free): phase, adventure, permanent

Spring of the Eternal Effect

This prayer creates a spring of water to slake the thirst and refill skins.

