



Ritual & Prayer

Clerics are some of the few who still have their words heard by the gods. They use prayer to invoke the power of the gods into potent spell-like abilities. This chapter has the rules for Ritual & Prayer.

Precedence of Gods

The eldest gods fathomed creation out of the Chaos bringing the Oceans, the Moon, the Dawn, and the Sky. Forging Love, and War, Famine, Betrayal, and Death. They made war upon themselves and fashioned the world from the bones of the destruction they wrought. Then they departed, leaving creation forever. Their names have been forgotten in the shadows of time. They are known solely as The Old Ones.

The New Lords of Reality

When Clerics invoke the concession of the gods, it is seldom the Old Ones they call upon. Instead, they revere the new gods - mortals who won their immortality. Great heroes and villains, kings and queens, whose immortal deeds have passed into legend.

These new gods are the Lords of Battles and Valor, Sowing and Reaping, Light and Darkness, Forges and Shields. They are venerated and protect and embody these domains.

Venerated Ancestors

When our ancestors shed their mortal coil they have a chance to pass on beyond the veil to the golden halls. We venerate and honor our ancestors through ritual so they may pass on. Though some people are so full of hate and malice that when they die they cannot be venerated but cursed or feared. These spirits are doomed to walk the earth as Jotunn.

The Lords of Chaos

Standing in stark contrast to the gods are the Jotunn. Lords of Chaos, and want. Hunger, Strife, Slaughter, Famine, and Undeath are their domains.

Some though would argue that the world was originally that of chaos, and then the gods came and put order to the universe.

Clerics and Alignment

Clerics must align themselves with this Law or Chaos. They may not stay unaffiliated with this battle. Though they align themselves one way or another, many Clerics walk a fine line between law and respect for the chaos of nature for the forests are mighty and raging fires cannot always be beaten down by force.





Calling on the Will of the Gods

Invoking the gods requires sacrifice and the exertion of one's own body and soul. And though performing prayers may not be as dangerous as casting a spell, there still may be ramifications for calling upon the primal power of the gods. There are two ways to perform a prayer: invocation and prayer scrolls.

Invoking Prayers

To invoke the power of the gods, make an Invocation test. On a success, the orison is invoked, and it leaves your mind. If you fail, there are ramifications. To invoke the might of the gods, you must be able to speak aloud and must present a holy symbol for the invocation.

Prayer Scrolls

Using a prayer scroll is the same process as a magic-user casting a spell from a spell scroll. Make a language test to read the prayer scroll aloud. On a success the Prayer is cast successfully, the power of the gods consumes the scroll in the process.

Prayer Inventory

Similar to magic-users, Clerics have a specialized inventory of slots used to store Prayers. At first level, all Clerics begin with access to invoke the Wrath of the Lords of the Black Gate. Beginning at second level Clerics may be granted the benefit of additional inventory to prepare and invoke more prayers.

Once per day, Clerics perform rituals of communion. During this ritual, the gods hear your pleas and embed their power directly into your mind. A cleric may have a number of Prayers embedded in their mind equal to their level. This can be in any combination - the same Prayer may be embedded multiple times. These Prayers remain in the cleric's mind until they are invoked or until they commune again with the gods.

Known Prayers

Clerics do not need to learn a prayer in the way a magic-user learns a new spell. During the communion ritual, the Cleric requests that the gods grant concessions for the prayers that will be needed. Because of this clerics have access to the entire list of prayers whenever they commune.

Memorizing Prayers

Clerics memorize and replenish their inventory of prayers by performing a Ritual of Communion with the gods. This requires uninterrupted time and sacrifice. Clerics may perform this ritual as work during camp or while they are in town; at temples or shrines and other landmarks sacred to the gods.

Ritual of Communion

The ritual requires 1 hour per prayer to be memorized. If the Cleric is memorizing three prayers, the ritual requires three hours of uninterrupted time. Like all rituals, this also requires a sacrifice equal to the idiom you chose for your cleric during character creation: a bounty of goods, an animal, passing yourself, or self-sacrifice.

To perform the ritual and memorize your prayers test your Ritual skill. If you are at a temple or shrine dedicated to a god matching your alignment, you gain a one-time bonus of +1 to your Ritual skill rank before the test.

- ❖ If you pass the test you may choose the prayers to memorize.
- ❖ If you fail the test the GM chooses what prayers you memorize.

Prayer Scrolls

Scrolls are single-use vessels for cleric prayers. The scroll is consumed by righteous fire upon use. Each scroll contains a single prayer and allows the cleric to cast the prayer without having it memorized. They function identically to magic-user scrolls.

Scribing Prayer Scrolls

Scribing a Prayer Scroll requires that you have the prayer memorized. You must test your Language skill to successfully scribe the scroll in a manner that entraps the power of the gods on the scroll. A modifier is listed with each Prayer in the list for the difficulty of scribing the scroll. New scrolls may be created during camp by doing work. It takes one town turn to scribe a scroll in town.

Invoking Prayers

To invoke the powers of the gods, you make an Invocation test. If successful the divine power of the gods physically manifests in the world. If the test fails then the Cleric's faith is challenged.

On a failed Invocation test immediately save vs Terror as your mind and soul are challenged by the will of the gods.

- ◆ If you successfully save vs Terror the gods shed a deaf ear on you but you suffer no other ill effect.
- ◆ If you fail the save vs Terror the burden of the universe falls onto you and you gain 1 point of exertion and lose 1d3 points of Will.



Exertion

A cleric must exert their will over the natural world to invoke concessions from the gods. Exertion is a pool of points that shows how much energy has gone into performing these miracles.

A cleric may have exertion equal to their Constitution modifier and still act and pray with no further ill effects on their body and soul. Once a Cleric's exertion exceeds this number, however, stigmata begin to manifest around the Cleric.

Stigmata

1-2 pts. over:

- ◆ bloody runes become written on your body
- ◆ you're struck blind
- ◆ you're stuck deaf
- ◆ the gods emblazon a symbol onto your face

3-5 pts.:

- ◆ You speak in a tongue none can understand
- ◆ You can speak with animals
- ◆ You bleed from your eyes and ears
- ◆ You see into the Otherworld

6-9 pts.:

- ◆ You vomit forth swarms of pestilence
- ◆ Those around you are struck lame
- ◆ Those around you weep uncontrollably
- ◆ You are haunted by spirits from the Otherworld

10+:

You are struck dead.



Ritual of Cleansing

A Cleric may cleanse themselves of exertion by performing the Ritual of Cleansing. The ritual requires a number of hours equal to the amount of exertion to be cleansed. The Ritual of Cleansing may only be performed at a temple, shrine, or place sacred to the gods. Like all rituals, this also requires a sacrifice equal to the idiom you chose for your cleric during character creation: a bounty of goods, an animal, passing yourself, or self-sacrifice.

- ❖ Sacrificing goods worth up to 10 silver in value will cleanse 1 point of exertion.
- ❖ Sacrificing goods worth 50 - 100 silver in value will cleanse 2 points of exertion.
- ❖ Sacrificing goods worth more than 100 silver in value will cleanse 3 points of exertion.
- ❖ Sacrificing a life of a bird or a hog will cleanse 1 point of exertion.
- ❖ Sacrificing a cattle will cleanse 2 points of exertion.
- ❖ Sacrificing a horse to the gods will cleanse 3 points of exertion.
- ❖ Sacrificing sentient life will cleanse all current exertion.
- ❖ A blood sacrifice of your own will cleanse 1 point of exertion for 1d3 Hp damage.
- ❖ A blood sacrifice of your won will cleanse 3 points of exertion but you take the injured condition.

Prayers and Alignment

Each prayer is aligned with law or chaos; or is unaligned. When you invoke a prayer with an alignment opposite from yours, you incur a -1 penalty on the Invocation test made to bring the prayer to life.

Relics

Relics are items associated with the gods from when they were mortals on this plane. Often the relic will be associated with the acts that brought them to immortality. Relics are tied to specific lords and prayers.

Sometimes relics are housed in temples, but they are often scattered and hidden in forgotten places.

- ❖ Having a relic means always having the associated prayer memorized. It effectively gives you an extra prayer inventory slot for that specific prayer.
- ❖ Relics are often magical items in their own right.



List of Prayers

The following section lists the prayers available to Clerics.

Wrath of the Lords of the Black Gate

You hold aloft your holy symbol chanting the power of the divine causing undead to recoil.

Alignment: Unaffiliated

Source: Self

Casting Time: Instant

Duration: 1d6 + level in rounds

Wrath of the Lords of the Black Gate

Factors:

- ❖ Invoking -0
- ❖ Communing -1
- ❖ Scribing -1

Wrath of the Lords of the Black Gate

Effect:

A number of undead creatures equal to your level +1 realize that their existence is anathema and a mockery of life. Undead monsters with a level equal to yours +1 are affected and must do everything they can to flee your wrath. Undead monsters whose level is less than yours are immediately destroyed - burning up into a pillar of salt. Undead that are your level +2 are not affected.

Benedictions of the Lords of Healing

You lay on hands to the accursed and wounded, and healing flows through them.

Alignment: Unaffiliated

Source: Touch

Casting Time: 1 turn

Duration: Instantaneous

Benedictions of the Lords of Healing

Factors:

- ❖ Invoking -1
- ❖ Communing -0
- ❖ Scribing -2.

Benedictions of the Lords of Healing

Effect:

You lay on hands and a wounded character may immediately re-roll their HP as if they were resting at camp. Alternatively, you may alleviate the Injured condition or a curse from a character.

Blessings of the Lords of Light

With a loud proclamation, you bring light to the darkness.

Alignment: Law

Source: Sight

Casting Time: 1 turn

Duration: 1 turn per level

Blessings of the Lords of Light Factors:

- ❖ Invoking -0
- ❖ Communing -0
- ❖ Scribing -1

Blessings of the Lords of Light Effect:

You create a terrible globe of burning white fire that explodes in the darkness. This globe emits no heat but is pure sunlight. It burns as a torch creating bright light for a number of people per cleric level, and dim light for that number +1.

Dirge of the Lords of Darkness

With but subtle whispers you invite seething darkness to choke the light.

Alignment: Chaos

Source: Sight

Casting Time: 1 turn

Duration: 1 turn per level

Dirge of the Lords of Darkness Factors:

- ❖ Invoking -0
- ❖ Communing -0
- ❖ Scribing -1.

Dirge of the Lords of Darkness Effect:

You create an inky shroud of shadows that pours from your hand. It darkens all lights but does not extinguish them. They do not shed light but appear as pinpoints in the darkness. A number of creatures up to your level are blinded in this darkness.

Breaths of the Lords of Soothing

Breathing out the suffering of the mortal world, you soothe the strain of your ally.

Alignment: Law

Source: Touch

Casting Time: 1 turn

Duration: Instantaneous

Breaths of the Lords of Soothing Factors:

- ❖ Invoking -1
- ❖ Communing -0
- ❖ Scribing -2.

Breaths of the Lords of Soothing Effect:

You inhale the turmoil of an ally and exhale, alleviating the exhausted condition.

Orison of the Lords of Flame & Frost

Singing the litany of winter, you suffuse your allies with the protection of sustaining warmth.

Alignment: Law

Source: Touch

Casting Time: 1 turn

Duration: 1 turn per level

Orisons of the Lords of Flame & Frost Factors:

- ❖ Invoking: -0
- ❖ Scribing: -1

Orisons of the Lords of Flame & Frost Effect:

You and a number of allies equal to your level are immune to factors involving cold and chill. In addition, monsters with cold-based attacks are -1 to hit those under this prayer's effect. During the duration, you and your allies take half the damage from cold-based attacks. Also because of the comfort and warmth, you take +1 to tests to recover from Exhausted, Injured, and Sickened.

Execration of the Lords of Chaos

You make the sign of chaos with one hand and speak doom unto an enemy.

Alignment: Chaos

Source: Hearing

Casting Time: 1 turn

Duration: 1 day per level

Execration of the Lords of Chaos Factors:

- ❖ Invoking: -2
- ❖ Scribing: -3

Execration of the Lords of Chaos Effect:

One target of choice suffers a -1 penalty to all rolls for the duration of the prayer.

