DIVINE PRAYERS

CLERIC PRAYERS

Memorising Prayers

Once per **Day** a **Cleric** may spend an hour memorising a number of prayers equal to their **Level**, from scrolls and books. A **Cleric** can only memorise prayers from levels up to and equal to their own **Level**.

Casting Prayers

A **Cleric** can spend an **Action** on their **Turn** to cast a prayer from memory. Once the effects of the prayer have been resolved, the **Cleric** should make an **Attribute Test** - adding the prayer's level to the roll.

If they have already cast the prayer this session, the **Attribute Test** is made with **Disadvantage**. If they fail, the prayer is no longer memorised.

When **Turns** are being tracked using **Minutes** a **Cleric** may spend an **Action** to attempt to cast a prayer by reading it from a book or scroll. To do so they must make an **Attribute Test** - adding the prayer's level to the roll. If they succeed, it is cast. If they fail, it misfires and the **Player** should roll on the *Magical Side Effects* table (p.43 in the main rule book).

A **Cleric** can only cast prayers up to and equal to their **Level**. Prayers use **Wisdom** for all **Attribute Tests**.

1st Level Prayers

Cure Light Wounds: Heal a *Nearby* target 1d8 *HP*.

Detect Evil: Everything *Nearby* that is evil glows - lasts *Ud*6 *Minutes*.

Light: Create dim light from a *Nearby* spot or object - lasts *Ud*8 *Minutes*.

Protection from Evil: *Advantage* on all harmful tests against an evil source - lasts *Ud*8 *Minutes*.

2nd Level Prayers

Purify Food and Drink: Purifies all *Nearby* food and drink.

Bless: *Nearby* allies gain +1 to stats when making *Attacks* and saves - lasts *Ud*8 *Minutes*.

Find Traps: Notice all *Nearby* traps - lasts *Ud*6 *Minutes*.

Hold Person: *Paralyses* 1d4 *Nearby* targets. *Test WIS* each *Turn* to see if the effect lasts.

3rd Level Prayers

Silence: Magical silence covering everything *Nearby* to a target - lasts *Ud*8 *Minutes*.

Speak with Animals: Can understand and talk with animals - lasts *Ud*8 *Minutes*.

Daylight: A *Nearby* area is illuminated by sunlight - lasts *Ud*8 *Minutes*.

Cure Disease: Cures a *Nearby* target of all diseases.

4th Level Prayers

Locate Object: Sense the direction of a known object - lasts *Ud6 Minutes*.

Prayer: All *Nearby* allies *Defend* against *Attacks* with *Advantage* - lasts *Ud4 Moments*.

Remove Curse: Removes a curse from a *Nearby* target.

Speak with the Dead: Ask a *Nearby* corpse three questions.

5th Level Prayers

Create Food/Water: Create enough food/water for all *Close Creatures* for one *Day*.

Cure Serious Wounds: Heal a *Nearby* target 3d8+3 *HP*.

Neutralise Poison: Instantly remove a poison or immunise a *Nearby* target from poison.

Protect: Gives *Nearby Characters* Aura (*AV*2) - when each *Armour Die* is *Broken* it's gone for good.

6th Level Prayers

Commune: The *Cleric's* deity truthfully answers 3 questions.

Dispel Evil: Removes a *Nearby* evil spell.

Finger of Death: Choose a *Nearby* evil *Monster* and make a *WIS* test. If passed the target is *OofA*.

Plague: Test *WIS*. On a success 1d12 *Nearby* targets lose 2d8 *HP* and take *Ongoing Damage*.

7th Level Prayers

Quest: Force a *Nearby Creature* to obey a complex series of up to 2d4 orders or steps.

Raise Dead: Return a *Nearby* willing target to life, who's died within the last seven *Days*.

Animate Object: Give a *Nearby* object motion and a simple intelligence.

Blade Barrier: Blades cover a *Nearby* area, any *Creature* that comes *Close* takes its *HD* in damage.

8th Level Prayers

Conjure Elemental: Create an elemental (p.91 in the main rule book) with *HD* equal to caster's *Level* - lasts *Ud*12 *Minutes*.

Find Path: The path to a chosen location is made known - lasts *Ud*10 *Minutes*.

Word of Recall: Gives the caster the ability to teleport back to the location this prayer was cast.

9th Level Prayers

Astral Spell: Projects an avatar of the caster into a chosen place - lasts *Ud*8 *Minutes*.

Control Weather: Controls the *Nearby* weather to all extremes - lasts *Ud*6 *Minutes*.

Earthquake: Test *WIS* for each *Nearby Creature*, on a success, they are taken *OofA*.

10th Level Prayers

Holy Word: *Nearby Creatures* with 5**HD** or less drop dead, those with 6-8**HD** are *Paralysed* and *Creatures* with 9-10**HD** cannot make an *Action* for the next 1d6 *Minutes*.

Wind Walk: The caster may turn into mist and back, at will for the rest of the session.

Restoration: Returns all *Levels* lost by the caster or a single *Nearby Creature* via *Level* drain.

New Prayers and Scrolls