

D20 Fantasy Adventures

Cleric's Book of Prayers

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Race Level Class

STRENGTH Athletics

Attack Weapons Damage Acc

Defense Dodge Parry

Current Hit Points Max Wounds

DEXTERITY Reflexes

Stealth Finesse

Portrait

CONSTITUTION Fortitude

Hit Dice 1 4 7 10

INTELLIGENCE Deduction Known Languages

Arcana Crafting Lore

WISDOM Awareness

Bushcraft Medicine Animal Ken

CHARISMA Willpower

Performance Negotiation

XP Class Features 1-10

Cleric

- Prime Requisite:** Charisma
- Starting Skills:** Willpower (+d6), and any two Skills of your choice (at +d4 each)
- Class Skills:** Willpower, Awareness, Fortitude, Lore, Medicine, Negotiation
- Hit Dice:** d6. A Cleric gains (3 + Constitution modifier) hit points per cleric level.
- Familiarity:** Simple weapons and light armor.
- Starting Equipment:** Jack vest, holy symbol, prayer book, and your choice of a simple medium melee weapon and a shield, or a simple heavy melee weapon.
- Starting Gold:** (2d6 + Charisma modifier) x 10

Cleric Class Levels

Level	Attack	Class Skills Gained	Class Features
1	-	Starting Skills	Prayer Book, Divine Miracles
2	-	1 (max +d6)	Sense the Unholy
3	-	1 (max +d6)	Faith
4	-	1 (max +d8)*	Ability Score Increase (Charisma and one other)
5	-	1 (max +d8)	Second-Circle Miracles
6	-	1 (max +d8)	Moral Guidance
7	-	1 (max +d10)	Third-Circle Domain Rituals
8	-	1 (max +d10)*	Ability Score Increase (Charisma and one other)
9	-	1 (max +d10)	Third-Circle Miracles
10	-	1 (max +d12)	Divine Intervention

**You may choose a non-class skill to advance at levels 4 and 8.*

Cleric Class Features

Prayer Book - You have a book of prayers and miracles that contains three first-circle prayers, two second-circle prayers, and one third-circle prayer. You may choose which prayers you have written in your prayer book when you create your character, subject to approval from the referee. Whenever you come across a prayer scroll or prayer book of another cleric that contains prayers that you do not know, you may copy those prayers into your prayer book during a one-hour rest that you spend doing nothing else.

Divine Miracles - At dawn on the beginning of each day of an adventure, you can prepare divine miracles from your prayer book that you believe will be useful throughout the day. You can prepare a number of first-circle miracles each day equal to your Willpower proficiency. Each prayer is prepared onto a prayer strip, which is a small piece of paper that affixes to the target of your miracle when you perform it, then burns with a ghostly light until it is consumed.

Sense the Unholy - At level 2, you can use your action to touch a creature or object and make an Awareness test. On a success, you sense whether there is any infernal or undead energies present within the creature or object.

Faith - At level 3, you choose a specific deity to follow. So long as you stay within your patron's graces, you can use your Faith to perform miracles within your patron's domain without having prepared them. It costs 1 Faith to perform a first-circle domain miracle, 2 Faith to perform a second-circle domain miracle, or 3 Faith to perform a third-circle domain miracle. You can also use your Faith to perform the miracles *See the Unseen* and *Rebuke the Unholy* regardless of your domain.

You can use your Faith a number of times equal to half your Willpower proficiency level before you must take a one-hour rest to replenish it; during that rest, you can perform no actions other than prayer and fasting.

Ability Score Increase - At levels 4 and 8, increase your Wisdom score and one other Ability score by +1 each (to a maximum of 18). If your Wisdom is already 18, choose a different ability score and increase it by +1.

Second Circle Divine Miracles - At level 5, when you prepare your daily Cleric miracles from your prayer book, half of them can be second-circle miracles.

Moral Guidance - at level 6, your contact with the Divine allows you to counsel others away from the darkness. Whenever you or an ally would perform an action that goes against both their inner moral code and the precepts of your deity, you may say a few words of inspired counsel. If there is any unnatural influence on their actions that is affecting the decision, they may immediately make a saving throw to break that influence, with a bonus equal to your Willpower proficiency die. If they succeed but the influence cannot be broken, they may still ignore that influence for their current action.

Third Circle Domain Rituals - At level 7, you can perform third-circle divine prayers from your patron's domain as rituals.

Third Circle Divine Miracles - At level 9, when you prepare your daily Cleric miracles from your prayer book, one of them can be a third-circle miracle.

Divine Intervention - At level 10, you can pray directly to your patron deity for aid. Every 10 minutes spent in fervent prayer and fasting allows you to make a Willpower test to attempt to contact your deity, with a CoF based on your piety, the danger that your party finds itself in, and how aligned the request is with the deity's nature and goals. If you succeed, the referee will describe the effect that occurs.

Cleric Miracles

Preparing Divine Miracles

Preparing divine miracles requires time spent in deep prayer and meditation while writing the request for each miracle out on a prayer strip, which will retain its potency for the next 24 hours. This process costs 1sp worth of materials, which are sacrificed to your patron as you prepare the prayer strip.

Prayer Strips

A prayer strip is a small piece of pure white paper or parchment, approximately the size of an open palm, upon which a short prayer has been written in expensive ink with fine calligraphy. This prayer strip is the physical token used to perform a prepared miracle, and costs approximately 1sp worth of materials to create.

If something causes you to lose a charged prayer strip before you can use it, you don't necessarily lose the magic that you invested - the Saints are not quite so fickle. During any short rest after losing your prayer strips, you can use any available paper and writing utensils to attempt to recreate suitable tokens. So long as you show proper reverence, the original prayer strips will be consumed - wherever they are - and whatever makeshift scraps you have produced will magically transform into exact copies of the original strips.

Once you have prepared a miracle into a prayer strip, you must use the strip as you perform the miracle; the sacrifices performed when you prepared it fuel the miracle. If a prayer strip miracle has a range of touch or melee, you must physically touch the prayer strip to the target, at which point it magically adheres and begins to burn away in a nimbus of holy light. If the miracle is ranged, you hold the strip up towards the target, say the first verse of the prayer aloud, and fling it at the target, at which point it magically flies from your hand to attach to the target, and then begins to glow brightly and burn away as it activates.

Prayer Scrolls

A prayer strip lasts for 24 hours, after which it loses its divine power and must be discarded or recharged with additional prayer and sacrifice. You may choose to make sacrifices and burnt offerings worth at least 100 gp per circle while preparing a prayer strip; if you do, that prayer strip becomes supernaturally resilient, and will retain its potency indefinitely until used. Such a prayer strip can be used by any cleric to perform the prepared miracle.

A non-cleric may attempt to perform a miracle from a prayer scroll, but doing so takes additional time and effort. First, the non-cleric must make a Willpower check with disadvantage, vs. a DC equal to $10 + 5$ times the scroll's circle. If they succeed, they perform the prayer properly and the miracle occurs; if they fail, the prayer scroll is consumed but a mishap occurs - possibly targeting the prayer at random, reversing the effect of the miracle, or some other effect determined by the referee.

A cleric may also attempt to reverse-engineer a miracle from a prayer scroll and record the complete prayer in their prayer book; this takes one hour of research, at the end of which the cleric makes a Willpower check vs. a DC equal to $10 + 5$ times the scroll's circle. If they fail, their experimentation either activates or destroys the scroll, as determined by the referee; if they succeed, the scroll is consumed and they add the prayer to their prayer book.

Performing a Miracle

To perform a miracle that you've prepared, simply follow the rules in the miracle description. You must have at least one hand free to hold the miracle's prayer strip, unless you are performing the miracle using your Faith.

Many prayers require a **faith roll** or **faith test** to determine their effect. To make a *faith roll*, roll a d20 + your Willpower proficiency die + your Charisma modifier and note the result. To make a *faith test*, roll your Willpower proficiency die + your Charisma modifier. Some spells will also refer to the **faith die result** - this is the number directly on the Willpower proficiency die that was part of the faith roll or test. If a miracle asks for a faith die or faith die result but doesn't ask for a faith roll or test, just roll a Willpower proficiency die and note the result.

Some miracles deal "**dice of damage**". Each die of a miracle's damage is the same size as your Willpower proficiency die, but is rolled separately from the faith roll.

Some spells will make an **area faith attack**, **ranged faith attack** or a **melee faith attack** - these are just attacks where the faith roll is used as the attack roll. If a miracle says to make a "faith attack vs. the target's Athletics DV", then the target's Athletics DV is used instead of their Defense to determine whether your faith attack roll hits or misses.

In an Encounter

During an encounter, most prayers are performed as your **action**. This means that it must be your turn, and performing the miracle takes up most of your time and attention. Certain prayers can instead be cast as your **reaction**, which means you can perform them when it isn't your turn, in response to an event.

Various spells will also trigger different **saving throws**, either as they are cast or later. Each saving throw has an associated proficiency, as follows:

<u>Skill</u>	<u>Linked Saving Throws</u>
Acrobatics (Dex)	dodge an attack or explosion
Athletics (Str)	brace against being knocked down or moved against your will
Endurance (Con)	resist an effect as it happens, or shrug it off once it's already affecting you
Willpower (Cha)	deny an illusion that is trying to control or limit your actions
Deduction (Int)	disbelieve an illusion that is trying to manipulate your senses
Awareness (Wis)	snap out of an illusion that is trying to manipulate your beliefs or feelings

Concentration

Some miracles require *concentration* to maintain; while you are concentrating on a miracle, you cannot perform any other miracles, but can perform weapon attacks and most other tasks without penalty. If you lose hit points while you are concentrating on a miracle, you must make an Endurance saving throw vs. 10 + the amount of hit points you lost. If you fail, your concentration is broken and the miracle ends.

Performing Rituals

Most miracles can also be performed as rituals; a ritual takes too long to perform during an encounter, but may be performed without the need for preparation if you have an uninterrupted hour to perform them. Some miracles may be performed either in an encounter or as a ritual, while certain other miracles may only be performed as rituals. A ritual takes one hour to perform, during which your character can perform no other actions. Each other player character in the party can therefore perform six exploration actions while you perform the ritual. If an encounter interrupts the ritual, it fails and the time already spent is wasted. Any miracle that requires an attack roll or that uses your reaction to cast cannot be performed as a ritual.

First Circle Divine Miracles

Bless

First Circle Blessing - Peace Domain

You use your action to touch an adjacent creature, blessing it. While you maintain concentration, you grant that creature a bonus die on each of its saving throws equal to your *faith die*.

Calm Emotions

First Circle Blessing or Curse - Freedom Domain

Blessing - You use your action to attempt to suppress strong emotions in a group of people. Each mortal within 5 paces of you may attempt to *deny* the effect; each creature can choose to fail this saving throw if they wish. If it fails, you can suppress any effect causing them to be charmed, hostile, or frightened for as long as you maintain concentration. When used in this way, this spell is considered a Blessing.

Curse - Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward for as long as you maintain concentration. This indifference ends if the target is attacked or harmed by a spell or if they witness any of their friends being harmed. When the spell ends, the creature becomes hostile again, unless the referee rules otherwise. When used in this way, this spell is considered a Curse.

Cause Fear

First Circle Curse - Death Domain

You use your action to instill terror in every living creature within a 5-pace cone. Each target must immediately snap out of it, or drop whatever it is holding and become frightened of you for as long as you maintain concentration.

While frightened by this spell, a creature must take the Sprint action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, they may attempt to snap out of it.

Command

First Circle Curse - Fate Domain

You use your action to make eye contact with a target within 5 paces and speak a single imperative word, such as "jump" or "quiet". Then make a *faith attack* vs. the target's Will DV; on a success, it must follow the command during their next turn. This curse has no effect if the target cannot hear or understand you, and you have disadvantage if your command is obviously and immediately harmful.

Divine Guidance

First Circle Blessing - Truth Domain

You use your action to touch an adjacent creature as you recite a brief prayer and choose a Skill. While you maintain concentration, you grant that creature a bonus die on each of its proficiency checks with that skill equal to your *faith die*.

Heal Minor Wounds

First Circle Blessing - Life Domain

You use your reaction to touch a creature, then roll a *faith die* and add your Charisma modifier, healing the target for that many hit points.

Heroism

First Circle Blessing - War Domain

As your action, you may touch a willing creature and imbue them with bravery. While you maintain concentration, that creature is immune to being frightened, and adds your *faith die* to each attack roll.

Light

First Circle Blessing - Beauty Domain

As your action, you cause your holy symbol to grow with bright light out to 5 paces, and dim light out to 10 paces. You can maintain this light for as long as you maintain concentration. Any undead or infernal beings caught in the bright light suffer disadvantage to their attack rolls and saving throws.

Mending

First Circle Blessing - Beauty Domain

You use your action to touch a damaged non-living object. While you maintain concentration, you may repair a single break or tear per circle with each of your actions, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as each break or tear is no larger than 1 foot per circle in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Rebuke the Unholy

First Circle Blessing - Any Domain

As an action during a combat encounter, you can flourish a holy symbol of your faith to rebuke any undead or infernal monsters that you encounter. Each infernal or undead creature that can see or hear you within 5 paces of you must make a Willpower saving throw. If the creature fails its saving throw, it is repelled until it *denies* the effect or until it takes any damage. A repelled creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 5 paces of you. It also can't take reactions. For its action, it can use only the Sprint action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Evade action.

Sanctuary

First Circle Blessing - Peace Domain

You use your action to touch a creature, warding it against attack. While you maintain concentration, any creature who targets the warded creature with an attack or a harmful spell must first attempt to snap out of this effect. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

See the Unseen

First Circle Divination - Any Domain

You use your action to attune your vision to the aetheric energies that surround divine and unholy beings. While you maintain concentration, you know if there is an aberrant, celestial, elemental, fey, infernal or undead being within 5 paces of you, as well as where the creature is located. Similarly, you know if there is a place or object within 5 paces of you that has been magically hallowed or desecrated.

Shield of Faith

First Circle Blessing - War Domain

You use your reaction to cast this spell with a free hand when a creature within 10 paces would be damaged by an attack or damaging effect. A radiant aura of divine energy forms around the target, absorbing some of the damage and shielding them from harm.

Target gains one *faith die* worth of temporary hit points before damage is applied.

Higher Circles - If you perform this prayer as a second circle miracle, the target gains two dice worth of temporary hit points. If performed as a third circle miracle, the target gains three dice worth of temporary hit points.

Smite

First Circle Curse - War Domain

You may use your reaction as you hit a creature with a melee weapon attack. If you do, your weapon flares with white-hot intensity, and the attack deals an extra two dice of radiant damage to the target. Infernal and undead creatures take the maximum possible amount of damage from both this miracle and the base weapon attack.

Speak With Dead

First Circle Summons - Death Domain (ritual only)

You call a ghost from the Shadow across the veil, allowing it to answer the questions you pose. The spell fails if the ghost was the target of this spell within the last lunar month.

Roll a *faith die* as you perform this ritual. While you maintain concentration, you can ask the ghost a number of questions up to the die result. The ghost knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the ghost is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy.

Second Circle Divine Miracles

Augury

Second Circle Divination - Truth Domain (ritual only)

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, if results aren't good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell again before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Divine Censure

Second Circle Curse - Fate Domain

You use your action to choose a creature that you can see within 25 paces. While you maintain concentration, this curse interferes with the target's connection with aetheric energies; while censured, a creature may not cast spells, perform miracles, or generate other magical effects of any kind.

Divine Rebuke

Second Circle Curse - Freedom Domain

You use your reaction as another creature casts a first-circle spell, miracle, or other supernatural effect. If they make a roll as part of their effect, make a Willpower roll vs. their roll result; otherwise, make a Willpower roll vs. their spellcasting DV. If you succeed, their effect fails.

Higher Circles - If you perform this prayer as a second-circle miracle, you may target a second-circle effect, or your roll vs. a first-circle effect has advantage. If you perform this prayer as a third circle miracle, you may target third-circle effects, or your roll vs. a second-circle effect has advantage, or you may automatically counter a first-circle effect without a roll.

Enfeeble

Second Circle Curse - Death Domain

As your action, you touch a creature and make a faith roll vs. its Fortitude DV. If you succeed, it has disadvantage to all attack rolls and saving throws, and inflicts half damage with all attacks, until it *shrugs it off*.

Find Traps

Second Circle Divination - Truth Domain (ritual only)

You sense the presence of any trap within 20 paces that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

Enhance Ability

Second Circle Blessing - Beauty Domain

You use your action to touch an adjacent creature as you recite a brief prayer and choose an Ability.

While you maintain concentration, you grant that creature a bonus to that Ability modifier equal to half your Willpower proficiency.

Heal Serious Wounds

Second Circle Blessing - Life Domain

You use your reaction to touch a creature, then roll two *faith dice* and add your Charisma modifier, healing the target for that many hit points.

If the target has suffered any wounds, you may choose for any faith die that rolls a '6' or higher to heal one wound, instead of healing hit points.

Holy Weapon

Second Circle Blessing - War Domain

You use your action to touch a weapon or bare fist and call upon the favor of your patron. While you maintain concentration, that weapon adds your *faith die* to all attack rolls, and deals an additional two dice of radiant damage. This damage is maximized against aberrant, fey, infernal, and undead beings.

Remove Curse

Second Circle Blessing - Freedom Domain

As your action, you touch an object or willing creature and offer a prayer of deliverance. The target may immediately make a saving throw with advantage to shrug off an ongoing effect, or break a first-circle curse or other supernatural affliction affecting it, and add one *faith die* + your Charisma modifier as a bonus to this roll. If used on an object, you make a *faith roll* as a saving throw for it.

Higher Circles - If you perform this prayer at third circle, you may target a second-circle curse or affliction; if you instead target a first-circle curse or affliction, the saving throw has advantage.

Tongues

Second Circle Blessing - Truth Domain

You spend your action to touch a creature, granting it the ability to understand any spoken language it hears while you maintain concentration. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Zone of Truth

Second Circle Divination - Truth Domain

You create a magical zone that guards against deception within 5 paces of you. While you maintain concentration, a creature that enters the spell's area or starts its turn there must make a Performance saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

Third Circle Divine Miracles

Aura of Grace

Third Circle Blessing - Beauty Domain

You touch a target, imbuing them with supernatural poise and allure. While you maintain concentration, the affected creature has advantage on all Charm effects and Charisma-based skill rolls, and other creatures have disadvantage on all skill rolls (including saving throws) to oppose their Charm effects or Charisma-based skill rolls.

Aura of Life

Third Circle Blessing - Life Domain

Life-preserving energy radiates from you in an aura with a 5-pace radius. While you maintain concentration, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) reduces all necrotic damage taken by half and all wounds received by half, and its hit point maximum can't be reduced. In addition, each non-hostile, living creature rolls your *faith die* and regains that many hit points when it starts its turn in the aura with 0 hit points.

Beacon of Hope

Third Circle Blessing - Peace Domain

You use your action to inspire hope in all nearby allies. While you maintain concentration, you grant each creature within 5 paces advantage on all saving throws, and any dice rolled to determine hit points healed are considered to have rolled their maximum amount.

Commune

Third Circle Divination - Truth Domain

You contact your patron deity or a divine proxy and ask one question that can be answered with a yes or no, or a single question concerning a specific goal, event, or activity to occur within 7 days. You receive a correct answer if your patron knows the answer.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge.

Curse Ability

Third Circle Curse - Fate Domain

You use your action to make eye contact with a creature within 5 paces as you recite a brief prayer and choose an Ability, then roll one *faith die*. While you maintain concentration, you inflict a penalty to that creature's chosen Ability modifier equal to half the die result.

Geas

Third Circle Curse - Fate Domain

You use your action to make a *ranged faith attack* vs. the Will DV of a creature that can see and hear you within 20 paces. If you succeed, you begin to place a divine command on the target, forcing them to carry out some service or refrain from some action or course of activity as you decide.

You must maintain concentration for a number of full rounds equal that creature's Charisma modifier + their Willpower proficiency level, forgoing your action each round to weave the spell. Once you begin the spell, the target can continue to hear you even if it moves away from you.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the curse does not take hold. A creature that can't understand you is unaffected by the spell.

If you finish describing the geas, the target becomes charmed by you for a number of days equal to your Charisma modifier + your *faith die* result. While the creature is charmed, it takes three dice of psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each hour. You can end the curse early by using an action to dismiss it.

If cast as a ritual, your Geas may be worded so that only a certain action or circumstance may break it. If you do this, the Geas becomes permanent until those conditions are met - not even a Remove Curse can break it. You cannot undo such a curse once it is done.

Greater Restoration

Third Circle Blessing - Freedom Domain

You lay your hands on an injured, disabled, or cursed creature, praying for its afflictions to be lifted. Make a *faith test* vs. a CoF of 10 as you pray fervently; if you perform this miracle as a ritual, you may reduce the CoF by 1 for every 100 gp worth of sacrifices made.

On a success, you may remove one curse, disease, or poison that is affecting the creature, or heal one debilitation or lasting wound effect even if it is from an old injury. On an exceptional success, you may remove two such afflictions. On a critical success, the target is cured of all such afflictions.

If you fail, the target may not be the subject of this prayer again for one lunar month.

Hallow

Third Circle Blessing - Peace Domain

As your action, you touch the ground with your bare hands or feet and infuse an area around it with holy (or unholy) power. The area can have a radius up to 2 paces per circle. While you maintain concentration, aberrant, fey, infernal, and undead creatures can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

If cast as a ritual, the effects of this miracle do not require concentration, and remain until the next sunrise or sundown. If cast in the same place at each sunrise and sundown for a year, the effects become permanent.

Heal Critical Wounds

Third Circle Blessing - Life Domain

You use your reaction to touch a creature, then roll three *faith dice* and add your Charisma modifier, healing the target for that many hit points.

If the target has suffered any wounds, you may choose for any faith die that rolls a '4' or higher to heal one wound, instead of healing hit points.

Revive

Third Circle Blessing - Death Domain (ritual only)

You perform this ritual over the corpse of a creature that died within the last hour, making a *faith test* vs a CoF of 10 as you try to call the creature's spirit back from the afterlife, reduced by 1 for every 100 gp worth of sacrifices made. If you succeed, the creature heals one wound, heals a number of hit points equal to the faith die result, and returns to life. If you roll a '1', the creature's corpse reanimates as an undead monster and immediately attacks the party.

Summon Saint

Third Circle Summons - Any Domain (ritual only)

You summon a Saint to cross the Shadow into the Material and aid you and your allies in battle. The Saint is a 3 hd creature with 45 hit points, a d12 proficiency die, and 6 Faith; it returns to the Celestial Afterlives once either its hit points or its Faith are depleted, or at the next sunrise or sunset.

The Saint is controlled by the referee; it may use one Faith to cast any first circle miracle, two Faith to cast any second circle miracle, or three Faith to cast any third circle miracle, but will usually favor miracles aligned to the domain of the cleric that summoned it.

While it is present, it may answer questions about anything it knew in life, but its memories of its life are hazy and dream-like, and its answers will often be cryptic.

Faith

In addition to their prepared miracles, a Cleric can call on their inner Faith to turn undead, or perform miracles aligned with their patron deity. The miracles presented here are grouped into eight ‘domains’, each of which is under the purview of a different deity. Each domain is part of a matched pair; the gods of paired domains are typically either strong allies or bitter rivals. The domains provided, and their associated spells, are:

Life Domain

Heal Minor Wounds
Heal Major Wounds
Heal Critical Wounds
Aura of Life

Death Domain

Cause Fear
Enfeeble
Revive
Summon Saint

Fate Domain

Heal Minor Wounds
Heal Major Wounds
Heal Critical Wounds
Aura of Life

Freedom Domain

Calm Emotions
Divine Rebuke
Remove Curse
Greater Restoration

War Domain

Heroism
Smite
Shield of Faith
Holy Weapon

Peace Domain

Bless
Sanctuary
Beacon of Hope
Hallow

Truth Domain

Divine Guidance
Tongues
Zone of Truth
Commune

Beauty Domain

Light
Mending
Enhance Ability
Aura of Grace