### Priestly Powers

Priests of Stratus do not take runes or cast ritual magic. Long ago, they were permitted to do so, but many of these mage-priests became heady with their power and broke from the teachings of the Church. St. Michael and the last of the loyal mage-priests struck down the rebels and then gave up their runes, forsaking magic for all time.

Priests are not without recourse however. They are the chosen of Father Stratus and leaders among men. Though their powers are not as devastating, or obvious as those of mages, they are still formidable characters.

**Saints and Petitions**

When a follower of Stratus and Aestra perform extraordinary acts of faith and service in their life, they are sometimes recognized and venerated as saints after their death. According to the Church, saints act as a bridge between the mortal world and the divine world, interceding on behalf of mortals who petition them for aid.

Common Bostonians pray for favor, or leave offerings at a church or statue hoping for a subtle blessing. Priests and priestesses are taught prayers in a special language that put them in direct contact with the saint’s power. These prayers are called Petitions.

**Petitions for Starting Characters**

Starting characters with the theology skill and the Petitioner talent start the game with 6 petitions learned and 3 attempts/day. Generally, only priests of Stratus have this talent, but it is possible for priestesses and other religious characters to buy it at the GM’s discretion.

**Learning Petitions**

Petitions are usually learned at churches, temples and shrines dedicated to a specific saint. Each saint has a set of petitions characters can learn. Learning a petition typically requires traveling to a place associated with the saint and being taught the proper prayers. A small donation (100p) or a service might be asked of a potential petitioner at the GM’s discretion.

Once the local religious folks agree to teach the prayers, the petitioner must make a theology skill test against the DL of the prayer. Success means the character spends five free checks and marks the petition on his sheet. Failing this skill test generally means that the character cannot learn the petition until his theology skill level increases through experience.

A character can learn as many petitions as his current theology skill level.

**Petitioning Saints**

Petitions are prayers asking for a saint to intercede on behalf of the petitioner. The success of a petition depends on the theology skill.

A given petitioner is only allowed three total petitions a day. More daily petitions can be earned by purchasing talents. A petition is considered used even if the petition skill test fails. There is no other penalty for failing a petition.

**Types of Petitions**

**Belssings**

Blessings are permanent boons given to a priest for his devotion to a saint. Once the blessing is learned, its bonus is permanently bestowed to the priest. A petition slot is taken, but a daily attempt need not be used for the priest to get his bonus.

The priest may also bless others, in which case, blessings behave exactly like prayers. Blessings bestowed to others do not remove the boon from the priest, take an action to attempt, require a successful theology roll, use up a petitioning attempt and are temporary.

**Charms and Medalions**

Some of the petitions listed allow the priest to create blessed charms or medallions. These are symbols of the saint’s favor and provide boons to whoever possesses the object as long as that person is a member of the Bostonian Church.

Creating a charm requires spending free points as though the priest were purchasing a three-point talent. Three improvement points must be earned by spending a free check and rolling under his theology skill level.

Charms are permanent and any number of them may be created as long as the priest is willing to spend the experience.

**Prayers**

Prayers are direct petitions to the saints to intervene on the priest’s behalf. They take a full action to complete and require the priest to make a theology check against the DL of the petition. Success means that the saint responds, providing the listed benefit for the remainder of the scene (unless a duration is specified in the petition’s description). Failure means that petition slot is used for that day.

**Miracles**

Miracles are special petitions that do not have to be learned by the priest. Instead, they are available if the priest knows ANY of that saint’s other petitions.

Asking for a miracle takes no time, but does use one of the priest’s daily petition attempts. Miracles have high DLs and produce striking effects.

Successfully invoking a miracle costs the priest a level of theology that can be earned back with experience. In addition, the priest cannot ask for that same miracle for at least a year.

**List of Petitions**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Saint** | **Type** | **DL** | **Effects** |
| Aeltharze’s Chant | Camille | Prayer | 14 | * You get a +1 to all missile attacks for the encounter. |
| Aestra’s Blessing | Camille | Blessing | 14 | * You cannot drown. |
| Agatha’s Aegis | Agatha | Prayer | 14 | * Any direct damage spells or fire damage against your allies can be directed at you instead. Damage is done to you and your saves and resistances are used. |
| Agatha’s Blessing | Agatha | Blessing | 10 | * You are *blessed* after participating in any singing performance, or religious observance that includes song. |
| Agatha’s Medallion | Agatha | Charm | 10 | * You get a +1 to all checks related to singing and playing music. |
| Agatha’s Mercy | Agatha | Prayer | 14 | * You get a +3 to save and -1 damage/die vs. fire effects until you are out of danger. |
| Agatha’s Soothing Hand | Agatha | Prayer | 12 | * You get a +1 to healing skill rolls and effects when healing burn damage. |
| Alice’s Charm | Alice | Charm | 14 | * You get a +3 to save against disease, or any disease-like effect. |
| Alice’s Light | Alice | Blessing | 14 | * You get a +1 to all physician rolls pertaining to diagnosing and curing disease. |
| Alice’s Touch | Alice | Prayer | 17 | * You get +1 to healing effects for the rest of the day. |
| Antel’s Blessing | Antel | Blessing | 10 | * You are *blessed* when you heal someone from unconsciousness or near death (<25% hits). |
| Antel’s Mending | Antel | Prayer | 17 | * You lay your hands on an ally after combat and allow them to shake off wound damage. |
| Beggar’s Blessing | Fergus | Blessing | 12 | * You are *blessed* when you give something of value to the needy. |
| Beggar’s Prayer | Fergus | Prayer | 12 | * You get a +2 to survival rolls in an urban setting. |
| Beheaded Sermon | Elbrand | Prayer | 10 | * You get +2 theology and persuasion when making a religious argument, or converting someone. |
| Blessing of Burning Water | Tristan | Prayer | 14 | * Your holy water does +2 damage to the undead for the remainder of the encounter. |
| Brega’s Knowing | Brega | Prayer | 10 | * You gain knowledge of tomorrow’s weather. |
| Brega’s Mercy | Brega | Prayer | 12 | * You get +2 to all checks pertaining to avoiding the effects of bad weather or escaping bad weather. |
| Chant of the Metal Devils | Sebastian | Prayer | 14 | * You get +4 to stand firm against the fear effect from talak chariots. * You get +1 attack and defense when fighting talak. |
| Consecration | Camille,  Dovid,  Others | Prayer | 14 | * All enemies of the church suffer a -1 penalty to all actions. * This effect can be made permanent if the prayer is repeated for 3 consecutive days and 2 levels of theology are invested. |
| Curing of the Leper | Alice | Miracle | 24 | * You cure someone of a disease and reverse all ill-effects of that disease (including the loss of a limb or organ). |
| Defiance of Callous | Callous | Prayer | 14 | * Protects an enclosed or delimited space from demonic influence by engaging the demon in theological debate. * Each hour, you make an opposed check of your theology vs. the theology of the creature (or INT, WIL or SPI at -5). * If successful, the creature and its fellows are unable to enter or affect your space. * After 8 hours, you must make TOU checks to continue the debate. The first of these is DL 10, but they increase by 2 each hour afterwards. These can be avoided if there is a way to avoid sleep and the need to eat, excrete, etc. |
| Divine Contract | Camille, Dovid | Prayer | 17 | * Nearby templars feel called to come to your assistance. * It is up to the GM if there are templars around or not. If unsure, a good random chance might be 7/12. |
| Dovid’s Blessing | Dovid | Blessing | 12 | * You get a +1 to all administrate and craft: law checks. |
| Elbrand’s Medallion | Elbrand | Charm | 14 | * You get +1 AV to the head, but the medallion shatters once you are hit there. |
| Exorcist’s Medallion | Roard | Charm | 17 | * The first attack from a demon or its minions shatters the medallion, but does no damage to you. |
| Exorcist’s Prayer | Roard | Prayer | 14 | * You get +1 to attack and defense against demons and spawn until dawn of the next day. |
| Father’s Light | Roard | Prayer | 10 | * A vial of your holy water will glow with a faint light, similar in strength to candlelight. This effect lasts for one hour. |
| Fergus’ Bargain | Fergus | Prayer | 17 | * You and your fellows can travel for a night through an urban setting without encountering any thieves, pick pockets, or cutthroats. |
| Fergus’ Returning | Fergus | Prayer | 18 | * Causes a lost or stolen item to find its way back to its owner. * This takes on the order of 2d8 days. * Someone in possession of the lost item can save to keep it (SPI 16) |
| Fury of Callous | Callous | Prayer | 17 | * You do 2d6 penetrating damage to any undead or demon you hit with an unarmed attack, or +1 damage if fighting with a weapon. |
| Gidus’ Medallion | Gidus | Charm | 10 | * You get a +1 to rolls dealing with gardening, farming, or animal husbandry. |
| Gidus’ Thumb | Gidus | Blessing | 10 | * You get +2 to crafts and knowledges dealing with agriculture and gardening. |
| Gidus’ Walk | Gidus | Prayer | 17 | * You can travel this day without being subject to random encounters of a natural nature (wolves, bears, etc.). |
| Goblin Friend’s Medal | Olum | Charm | 12 | * You get +1 to all social skills when dealing with goblins. |
| Gods’ Beacon | Seldon | Prayer | 17 | * You wander, allowing the gods to guide you and end up where you are most needed. * You invest a level of theology. |
| Grasp of Callous | Callous | Prayer | 14 | * You may substitute your theology skill for your unarmed combat skill when grappling an enemy of the church. |
| Healer’s Medallion | Antel | Charm | 14 | * You get a +1 to all medical skill rolls. |
| Miracle at the Orphanage | Weirgrub | Miracle | 28 | * You return a recently dead person back to life. |
| Miracle of Elbrand | Elbrand | Miracle | 24 | * You can operate for up to 10 rounds after being killed or knocked unconscious. |
| Miracle of the Inferno | Agatha | Miracle | 22 | * You and your allies are miraculously saved from a fire. Either an escape route is found, or the fire is extinguished by a sudden rainstorm, or a mysterious girl appears to lead you to safety. |
| Miracle of the Wretched One | Olum | Miracle | 26 | * You instantly convert a pagan, or non-believer. |
| Mountain Sanctuary | Sebastian | Prayer | 17 | * You find a shelter in a cave or crevasse. * The cave is hidden from plain sight and by entering it, you have a 8/12 chance to avoid pursuit. |
| Mountaineer’s Prayer | Sebastian | Prayer | 14 | * You get +1 to climb checks. |
| Olum’s Blessing | Olum | Blessing | 13 | * You get +1 to all saves made against goblin spell casters. |
| Olum’s Tongue | Olum | Prayer | 18 | * You can speak an unknown language for a couple of hours. |
| Orphan’s Blessing | Weirgrub | Blessing | 12 | * You have a way with children and get a +2 to social checks when dealing with them. |
| Parsus’ Forked Tongue | Parsus | Blessing | 14 | * You get a +1 to all social checks when dealing with cobrat. |
| Physician’s Prayer | Antel | Prayer | 13 | * You get +1 to physician rolls when trying to heal wound damage. |
| Pilgrim’s Chant | Seldon | Prayer | 14 | * You can travel and extra 20% overland this day. |
| Pilgrim’s Prayer | Brega | Prayer | 14 | * If you are on a pilgrimage, or a journey with some significance, you insure good weather for the next 1d6+2 days. |
| Prayer for a Clear Mind | Roard | Prayer | 14 | * You get a +3 to save against mind and perception-altering effects for the duration of the encounter. |
| Prayer for Quiet Earth | Weirgrub | Prayer | 14 | * You get +3 to save against earth spells and -1 effect/die. * The region around you is protected from natural earthquakes for the day. |
| Prayer of the Restful Dead | Tristan | Prayer | 14 | * You gain a +1 to attack and defense against undead until dawn of the next day. |
| Prayer of Sanctuary | Tristan | Prayer | 17 | * Your holy water is blessed so that undead cannot cross an unbroken line of it. |
| Purifier’s Prayer | Seldon | Prayer | 14 | * You get a +3 to save vs. spells and trap effects. |
| Roard’s Vigil | Roard | Prayer | 14 | * You can maintain vigil over your charges all night without needing sleep. |
| Sailor’s Medallion | Camille | Charm | 10 | * You get +1 to all sailing, fishing and swimming checks. |
| Seeker of the Valley | Sebastian | Charm | 10 | * You get +1 to navigation and survival in the Seeker’s Valley and the surrounding mountains. |
| Seldon’s Lens | Seldon | Prayer | 14 | * You look through a vial of holy water and can detect magic and evil auras for 5 minutes. |
| Soothing Voice | Gidus | Prayer | 12 | * You get +2 to animal handling rolls to calm an animal. |
| Stratus’ Wrath | Roard, Tristan,  Others | Prayer | 12 | * You can call upon Stratus to destroy his enemies (primarily undead and demon-kind). * Invoking this petition is automatic, but the results are based on a test of your theology vs. the spirit of the creatures you are destroying. * You choose a group of creatures to destroy and then roll your theology vs. the highest spirit score in that group. * Success means one creature in that group is destroyed. Every 2 points you succeed by destroys another creature in that group. |
| Sunbringer’s Blessing | Tristan | Blessing | 17 | * You get a +2 to all attempts to turn unholy creatures using Sunbringer’s Wrath. |
| Tristan’s Medallion | Tristan | Charm | 10 | * You get a +1 to all navigation, survival and stealth checks in swampy terrain. |
| Tristan’s Miracle | Tristan | Miracle | 24 | * All unholy creatures within your sight are turned. Lesser creatures are destroyed. Major ones are destroyed, or forced to flee (GM’s call). |
| Unifier’s Blessing | Dovid | Blessing | 14 | * You are *blessed* when you put an enemy of the church to the sword. |
| Unmaking | Callous, Dovid, Others | Prayer | 14 | * You destroy a magical artifact and receive a boon from the gods. The DL to learn the prayer is 14, but actually using it has a DL based on the power of the artifact in question and the boon the GM has in mind. * You must invest a level of theology to use this petition. |
| Urchin’s Charm | Fergus | Charm | 12 | * You get a +1 to all concealment rolls unless you have stolen something in the previous week, in which case you get a -1 to all concealment rolls. |
| Visionary’s Prayer | Camille | Prayer | 18 | * You get a vision that helps you answer a pressing question. |
| Voice of Dovid | Dovid | Blessing | 14 | * You get a +1 to all social checks with devout Bostonians. |
| Weirgrub’s Meditation | Weirgrub | Prayer | 14 | * You return one level to any one of the runes you possess. |

### The Saints of Aestra and Stratus

###### Alice (Nov 3)

Born to a poor peasant family, Alice was bedridden with leprosy while still very young. She lost the use of her arms and legs, and then lost the limbs themselves. She became known for her holiness and devotion to Aestra. When a temple to the Mother was built next to her home, she had a window cut into the wall so that she could attend services with the priestesses. She later trained to be a priestess, but never attained the rank of Learned Sister. Nonetheless, it is said her touch could heal. Before her death, she was cured of her disease by the grace of the Mother.

###### Antel Gemenir (Jul 27)

A member of the Gemenir tribe, Antel was said to have been contacted by Aestra and taught the healing arts. He became the first physician. Said to have had supernatural powers to mend bone and torn flesh.

###### Camille (Oct 12)

The founder of the Temple of Aestra. Mistress Camille was a common fisherwoman. Aestra came to her in a dream. In this dream, she was sitting in her boat after a full day of fishing. There was no wind and the sun was setting and she was left with no way home. As she pondered her problem, a flock of crows landed on deck and began eating her fish.

As fewer fish remained, the crows began squawking and pecking at one another, bloodying each other. As the crows argued, a large hawk and a gull swooped down and screeched. Most of the crows quieted, but some continued to attack the others. The gull and hawk jumped upon these unruly crows, pecking them to death. The flock of birds, now acting as one pulled on the nets and rigging and towed the shore.

She found herself on a stretch of rocky coast by the mouth of a powerful river. The hawk, gull and remaining crows, piled the dead birds onto the shore. From their blood, a city of metal and stone began to rise.

Camille took news of her vision to the others in her village. Her visions were not unique. A young warrior named Dovid had also had a similar vision. The elders decided that these visions portended the rise of the Bost tribe to supremacy in the land. They chose the visionaries to spread the word to the other villages. Elders of the other villages were excited about the news and praised Camille and Dovid as messengers of the gods.

Camille was also the first to gain The Sacred Falls of Aestra. She convinced the Azert tribe to join the Unification by drowning herself in the Dark Lake. When she rose from the lake, water dripped down her back, burning the Mother's mark on her. This mark gave her amazing powers to heal the sick and injured. Seeing this miracle, the Azert had no choice but to join the new Bostonian nation.

**Callous (Mar 25)**

A cantankerous priest who visited the Demon City, Tertentathador on a number of occasions in an attempt to save the souls of the damned. It is rumored that he wrestled the demon prince Makav and won.

###### Dovid (Aug 14)

The original founder of the Church of Stratus. He shared Camille’s visions. Dovid was a farmer and later a warrior who led the Bosts in uniting all the tribes in the valley. After founding the church, Dovid wrote many works that became the basis for much of Bostonian law and tradition.

###### Elbrand (Oct 9)

After the founding of the Church, Elbrand traveled the Seeker’s Valley converting the pagan tribes that still practiced there. He was captured by a hostile tribe and beheaded. Legends say that after he was beheaded, Elbrand stood and carried his still preaching head in his hands. The pagans scattered and filled with fear, many of them converted to the Father.

###### Fergus (Sep 10)

St. Fergus is patron saint of the poor and the downtrodden. He looks after street urchins, beggars and prostitutes.

###### Gidus (Sep 1)

Born a wealthy noble in Salem. When his parents died, he used his fortune to help the poor. He was so generous that his philanthropy left him impoverished. He left the city and became a hermit in the nearby hills. Legend says that Aestra, touched by his gentle nature, sent animals to him and blessed him with the ability to make apple trees and grapevines grow at a touch.

One day, Baron Celus and his hunting party chased one of the animals to Gidus’ dwelling and a stray arrow injured Gidus’ leg. The Baron was horrified at the accident and had Gidus brought to a nearby village to be treated. While there, the villagers were stunned as all the animals flocked to him and a beautiful orchard grew around his dwelling. Upon hearing the story, the Bishop of Salem built a monastery at the site and made Gidus the abbot.

###### Michael (Feb 19)

Led his followers against Erzan’s rogue mage priests after they had been tainted by the foul rune Lightbane. Michael destroyed the rebel mage priests and then determined that the influence of magic could only be contrary to the influence of god. He and his followers gave up their runes and priests have not taken runes ever since.

###### Olum (Dec 2)

St. Olum was a young nobleman who lived from during the years 459 and 516. In y484, Olum was moved by Grand Father Michael Richelau’s call for a focus on spiritual and religious concerns. He renounced politics and war, and joined the monastery at Avenol.

After several years as a monk, Olum sought a more personal relationship with Stratus and Aestra. Olum became a hermit, but when his father heard of his new calling, he tried to get his son to reconsider. Olum’s father became more and more insistent until Olum worried his father would force him from his solitude. Olum fled south, deep into goblin territory.

Olum the hermit lived alone for a dozen years until a nomadic goblin tribe, the Brigg Dah, happened upon his home. The goblins captured the human, and were about to kill him, when Olum found he could speak the goblin tongue so long as he was reciting scripture. These goblins had not had much contact with humans and so tales of the new gods fascinated them. Olum was spared and set about converting the pagan goblins.

Olum died after a month-long theological argument with a thugraa of The Wretched One. Olum convinced the goblin to give up his hideous rune and convert. However, in doing so, he contracted a wasting disease, and died shortly thereafter in y516.

###### Parsus (Nov 1)

Traveled south and became a missionary in cobrat lands. He learned cobrat and lived as much like a cobrat as possible, trying to prove that belief in the Father and Mother did not interfere with cobrat traditions. When the cobrat king expelled all foreign missionaries and made it illegal to preach anything but belief in the Great Turtle, Parsus did not flee. Instead, he went into hiding so that he could minister to his converts. Years later, he was discovered and killed.

###### Roard (Feb 5)

St. Roard is the patron saint of guardsmen, vigils

###### Sebastian (Aug 3)

A great believer in converting enemies instead of fighting them, Sebastian spent years ministering to the Borakki and the Cobrat. In his travels, Sebastian theorized that other enclaves of humans must have survived the Fireseeds. Sebastian traveled across the Teeth Mountains to find these enclaves and teach them the ways of the Mother and Father.

###### Seldon (Dec 31)

A scholar who studied the ways of the Ancients, Seldon often came into contact with forces both mystical and unholy. He joined the priesthood late in life, citing a need to protect innocent people from the horrors left behind by the Ancients. Just before his death in y607, he founded the Purifiers – a sect of traveling priests who seek to neutralize dangerous ancient sites and runes.

###### Tristan (Aug 14)

Tristan was a young priest who spent years fighting the undead in the Blood Swamps. After suffering a particularly nasty wound at the hands of a restless walker, he had a vision from Stratus. Soon after, he built a church in the middle of the fetid swamp. A handful of priests came to worship there and became the Sunbringers.

###### Weirgrub (June 6)

The daughter of a Seeker’s Valley nobleman, she was schooled at the Temple at the Falling Water in Seeker’s Watch. Her studies brought her close to the Mother, and she became a Learned Sister. She remained at Falling Water and became head of the orphanage there, tending to the city’s forgotten children for many years. She was known not only for her kind spirit, but also the hours she spent in meditation and contemplation of the Mother’s ways.

Late in her life, Weirgrub received a vision in which she was granted the ability to raise the dead through the power of the Sacred Falls of Aestra. The next day, an earthquake struck Seeker’s Watch, leveling her beloved orphanage. All of the children were killed. Weirgrub walked from child to child, touching each of them and bringing them back to life. Soon after, she died.