

Appendix 6 – Religious Ceremonies

This document is intended for Shaman and their apprentices in the Khan's camp, and Priests and their initiates in the Duke's camp.

Religious personnel can perform two types of religious ceremonies which are unlike the rituals and rites performed by ritual magic users.

These ceremonies occur within the presence of the Black Mirror, or the Fane.

There are two types:

Celebration

With a congregation of worshippers, a celebration can be used to ask their respective powers to look favourably on those that are gathered there.

These often involve gifts of resources, and coinage, with their respective faith's leaders leading the celebration and other religious personnel joining in to add to the whole experience.

The outcome of well-planned and well-received celebrations can be wide ranging and powerful, with gifts and rewards from their deities.

Example Celebration

The foes have a high number of wizards with them, and many have been slain by them. Their opponents need the help of their deities, and gather forth a host to come celebrate at their place of power.

They bring with them a bunch of common resources and a handful of cheap coinage, and the religious personnel extol the virtues of those there, promising times of change, and fortitude in their upcoming battles.

Their deities look down upon this celebration and judge it worthy granting all that participated in the celebration a single Spell Guard for the times ahead.

Liturgy

A more personal form of worship which is dedicated to a single deity. They are used by the religious personnel to perform acts on a single individual.

Liturgy's are used to perform things that only religious personnel can do:

- Creating a Chosen or Possessed
- Upgrading a Chosen or Possessed
- Bringing back those lost in battle
- Binding a magic item scroll to a living soul.

In the case of binding a magic item scroll, an apprentice or initiate can bind a single magic item scroll to a living soul until their renown is 11. A shaman or priest can bind a single magic item scroll to a living soul until their renown is 16. Please see your camp refs for more information