



P
R
O
D
I
G
I
E
S

P
O
W
E
R
F
U

P
R
A
Y

P
E
L
I
R
S
U
S

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

AND



INTRO DUCTION

The following rules modify the rules of divine magic in **Old-School Essentials**. They are broadly inspired by how faith, prayers and miracles work in the ancient traditions of the Middle-East, as well as by European medieval culture (which are among the obvious sources of the original rules). These rules are designed for the cleric class. The referee may of course decide to extend some or all of the following rules to other classes of divine casters.

The overall result of these rules is that clerics are more versatile and powerful at the beginning, and a bit less almighty at upper levels. The larger impact on the game, however, is the introduction of a degree of unpredictability, designed to represent the whimsical nature of the gods, who might not always agree with the decisions of their champions.

These rules also include a series of tables which are part of the rules but can also be used by the referee for a variety of other purposes: divine relics, divine curses and several quest tables.

The obvious disclaimer: This document takes you and your group into the land of house rules. Two things you should keep in mind: first, make sure everyone at the table agrees to use these rules before playing; second, use, alter, ignore some or all of these rules as you see fit, but... see the first advice again and make sure everyone at the table agrees before playing.

SPELL CASTING

Divine spell casters have the ability to petition the intervention of the gods through formalized **prayers** (i.e. the divine spells). A prayer consists of nothing more than a sequence of words, very much like their real world's counterpart. It is the faith of the cleric, together with the favor of the gods, that makes the prayer come true, manifesting itself as described in the divine spell's effect... if the gods listen.

No Preparation: Under these rules, the clerics don't need to prepare spells. They still need, however, to meditate and pray for one hour a day, after an uninterrupted night's sleep, to remove the effects of the **Divine Disapproval table**, if any (see below).

Access to Spell Levels: Spell level represents how bold each prayer is from the point of view of the deities. Higher level prayers require a stronger faith and a greater understanding of divinity. The cleric gains access to each spell level exactly as determined in the standard Old-School Essentials rules for the cleric class.

Higher Spell Level: A cleric may still attempt a prayer that is **one spell level higher** than they are allowed to, but the Prayer roll suffers an extra penalty (see below). This means a level 1 cleric may try a level 1 prayer; a level 3 cleric may attempt a level 2 prayer, and so on.

INVOKING PRAYERS

In order to cast a divine spell, the cleric must be able to speak, and the character must make a **Prayer roll**.

Prayer Roll: When asking for a miracle, the player must roll a **save vs death**, adding the cleric's WIS modifier, and subtracting the spell level of the intended prayer. For this roll, A natural 1 on the die is always a failure, and a natural 20 on the die is always a success.

Prayer Roll:

d20 + WIS mod. - spell level ≥ save vs death

Successful Prayer Roll: The gods listen to the prayer and grant their favor, as described in the spell effect.

Failed Prayer Roll: The prayer goes unlistened and the referee rolls on the **Divine Disapproval** table.

Higher Spell Level: A cleric may still attempt a prayer that is one spell level higher than they are allowed to, but the penalty for the spell level is **doubled**.

During Combat: If in combat, the cleric must declare the intention to invoke a prayer at the beginning of the round, and can be interrupted if they lose initiative, as per standard rules.

Disrupted Spell: If a prayer is disrupted as a consequence of the standard disruption rules, there are no consequences except the spell is prevented, and the cleric can attempt the prayer again on the following round.

DIVINE DISAPPROVAL TABLE

D6

Roll 1d6 when the cleric fails a Prayer Roll.

1	Not granted, lost for the day, Divine Wrath! The prayer is not granted. The cleric is forbidden to ask that same prayer again until he meditates for one hour after an uninterrupted night's sleep, and the referee rolls immediately on the Divine Wrath table.
2	Granted, but lost all spells of same level The prayer is granted. The cleric is forbidden to ask any prayer of the same spell level again until he meditates for one hour after an uninterrupted night's sleep.
3-4	Not granted, lost for the day The prayer is not granted. The cleric is forbidden to ask that same prayer again until he meditates for one hour after an uninterrupted night's sleep.
5-6	Not granted but can retry The prayer is not granted at this time but the cleric can try again on the following round or at any other time.

DIVINE WRATH TABLE

D20

Roll 1d20 and apply the effect to the cleric.

The effects of Divine Wrath cannot be dispelled or removed in any way.

- 1 Silenced (impossible to speak and cast) for 1d6 rounds.
- 2 Blinded (cannot attack) for 1d6 rounds.
- 3 Crippled (halved movement) for 1d6 rounds.
- 4 Main arm paralyzed and unusable for 1d6 rounds (drops anything in hand).
- 5 Blight spell on the cleric (only) for 1d6 rounds (no save allowed).
- 6 Bleeding from the eyes for 1d6 damage (cannot reduce cleric's hp below 1).
- 7 Plague of insects spell centered on the cleric, stays in place for 1d6 rounds.
- 8 Invisible spirits torment the cleric's body and soul: impossible to speak and cast, halved movement, -4 to attack rolls, for 1d6 rounds.
- 9 The cleric is paralyzed on their knees and cannot act in anyway for 1d6 rounds. While paralyzed, they receive divine visions and are impervious to all damage and harm. At the end, the player rolls 1d20. If the result is higher than WIS, WIS increases by 1 (up to 18).
- 10 Silenced (impossible to speak and cast) for 1d6 turns.
- 11 Blinded (cannot attack) for 1d6 turns.
- 12 Crippled (halved movement) for 1d6 turns.
- 13 Main arm paralyzed and unusable for 1d6 turns (drops anything in hand).
- 14 Blight spell on the cleric (only) for 1d6 turns (no save allowed).

- 15 Bleeding from the eyes for 2d6 damage (cannot reduce cleric's hp below 1).
- 16 Plague of insects spell centered on the cleric, stays in place for 1d6 turns.
- 17 Invisible spirits torment the cleric's body and soul: impossible to speak and cast, halved movement, -4 to attack rolls, for 1d6 turns.
- 18 The cleric is paralyzed on their knees and cannot act in anyway for 1d6 turns. While paralyzed, they receive divine visions and are impervious to all damage and harm.
- 19 At the end, the player rolls 1d20. If the result is higher than WIS, WIS increases by 1 (up to 18).
- 20 The cleric receives a quest (as per the spell) from the gods, detailed by the referee, who can use the included **Divine Quest** tables.

EXTRA OPTION: RITUAL CASTING

Divine casters in the comfort of their temple usually perform their prayers as rituals, in a more formalized way. Rituals last several minutes or even hours.

Ritual Time: The cleric may spend a number of turns up to the spell level to perform a proper ritual. Each turn spent reduces the penalty caused by the spell level, down to zero.

The ritual must be uninterrupted.

Higher Spell Level: If the cleric is attempting a prayer from a higher spell level than they are allowed to, they can spend a number of turns up to twice the spell level in order to reduce the penalty down to zero.

Interrupted Ritual: If an interruption occurs, the turns spent until that moment do not count for the reduction of the penalty.

EXTRA OPTION: MAGICAL RESEARCH AND DIVINE SCROLLS

Magical Research: A divine caster attempting Magical Research (as per standard Old-School Essentials rules) may decide to reduce the standard 15% chance of failure to 7%, but in case of failure an immediate roll on the **Divine Quest tables** is added to the standard consequences.

Scrolls: The referee may decide to allow the use of divine scrolls to all classes. If the class is not normally allowed to use divine scrolls, however, attempting to use one requires a **Prayer roll** as outlined above, and if the player fails the roll, the character immediately suffers the effects of **Divine Wrath**.



DIVINE QUESTS

Use the following tables to quickly generate the details of a quest the deities impose on a character. Use some or all the tables for inspiration.

All quests involve an **Objective** (table 1), and may include a **Destination** (table 2), an **Enemy** (table 3), and a **Relic** (see page 24).

If the character refuses to undertake the quest, they suffer a **Divine Curse** (see page 22).



DIVINE QUEST TABLE 1: OBJECTIVE

D20

Roll 1d20 to determine the type of quest.

1-4	Consult a talking statue. Roll on the Destination and Enemy tables. The statue assigns the actual quest (to be rolled again).
4-8	Slay an enemy. Roll on the Destination and Enemy tables.
9-10	Reclaim a holy relic (same alignment). Roll on the Destination , Enemy , and Divine Relic tables.
11-12	Retrieve an unholy relic (opposite alignment) and destroy it. Roll on the Destination , Enemy , and Divine Relic tables. Destroying the relic may require a second Destination and may also involve another roll on the Enemy table.
13	Escort an NPC from one Destination to another. Also roll at least one Enemy .
14	Find a secluded hermit and stay with them for one month. Roll on the Destination and Enemy tables (enemies will try to harm the hermit). At the end of the month, make a CON check: if failed, CON decreases by 1 (down to 3); also make a WIS check: if failed, WIS increases by 1 (up to 18).
15	Mentor a level 1 cleric NPC of the same alignment until they reach level 3.
16	Mentor a level 1 cleric NPC of the same alignment until they fulfill <i>their</i> quest (to be rolled again, ignoring other 15 and 16 results).
17-19	Defend a settlement or NPC from an upcoming assault. Roll on the Destination and Enemy tables.
20	Roll and combine two results, or devise something based on the character's story, deity, and current situation.

DIVINE QUEST TABLE 2: DESTINATION

D20

Roll 1d20 twice to determine the destination of the quest.

1-2	A temple	...in a rocky desert
3-4	A shrine	...in a vast forest
5-6	A mausoleum	...on a distant island
7-8	A library	...in a distant city
9-10	A tower	...in a snowy waste
11-12	A castle	...in a horrid swamp
13-14	A dungeon	...on a mountain peak
15-16	A cavern	...near the sea
17-18	A chasm	...in a dark jungle
19-20	A lake	...in/under a large city

DIVINE QUEST TABLE 3: ENEMIES

Determine the enemies' alignment based on the cleric's, then use the appropriate the table.

Lawful Cleric:

Usually have chaotic or neutral enemies. Roll 1d20.

1-15 Chaotic enemy

16-19 Neutral enemy

20 Lawful enemy

Neutral Cleric:

May have enemies of all alignments. Roll 1d20.

1-8 Chaotic enemy

9-13 Neutral enemy

14-20 Lawful enemy

Chaotic Clerics:

Usually have lawful or neutral enemies. Roll 1d20.

1-12 Chaotic enemy

13-18 Neutral enemy

19-20 Lawful enemy

Roll the main enemy of the quest on the following tables, based on the **cleric's level** and **their enemies' alignment** as determined above.

Number of Enemies: See Old-School Essentials monster entry, and use the second value (in parentheses) of Number Appearing to determine how many monsters are present. If the second value is zero, use the first.

CHAOTIC ENEMIES

Cleric level 1-3

Roll 1d20.

- | | |
|----|----------------------|
| 1 | Acolyte |
| 2 | Bandit |
| 3 | Brigand |
| 4 | Hobgoblin |
| 5 | Medium |
| 6 | Orc |
| 7 | Skeleton |
| 8 | Trader |
| 9 | Veteran |
| 10 | Ghoul |
| 11 | Gnoll |
| 12 | Shadow |
| 13 | Troglodyte |
| 14 | Zombie |
| 15 | Bugbear |
| 16 | Harpy |
| 17 | Lycanthrope, wererat |
| 18 | Noble |
| 19 | Thoul |
| 20 | Wight |

Cleric level 4-6

Roll 1d12.

- | | |
|----|-----------------------|
| 1 | Gargoyle |
| 2 | Lycanthrope, werewolf |
| 3 | Medusa |
| 4 | Ogre |
| 5 | Wraith |
| 6 | Hellhound (5 HD) |
| 7 | Living statue, rock |
| 8 | Mummy |
| 9 | Manticore |
| 10 | Minotaur |
| 11 | Spectre |
| 12 | Troll |

Cleric level 7-9

Roll 1d10.

- | | |
|----|--------------------------|
| 1 | Dragon, black |
| 2 | Hellhound (7 HD) |
| 3 | Vampire (7 HD) |
| 4 | Wyvern |
| 5 | Dragon, green |
| 6 | Giant, hill |
| 7 | Gorgon |
| 8 | Vampire (9 HD) |
| 9 | Chimera |
| 10 | Lycanthrope, devil swine |

Cleric level 10 or more

Roll 1d8.

- | | |
|---|---|
| 1 | Dragon, red |
| 2 | Efreeti (lesser) |
| 3 | Giant, frost |
| 4 | Giant, fire |
| 5 | Salamander, frost |
| 6 | Cyclops |
| 7 | Level 10 chaotic cleric, plus 2d20 acolytes (as per monster entry) |
| 8 | Level 10 chaotic fighter, plus 2d20 veterans (as per monster entry) |

NEUTRAL ENEMIES

Cleric level 1-3

Roll 1d20.

- | | |
|----|---------------------------|
| 1 | Sprite |
| 2 | Acolyte |
| 3 | Berserker |
| 4 | Buccaneer |
| 5 | Gnome |
| 6 | Medium |
| 7 | Nixie |
| 8 | Nomad |
| 9 | Pixie |
| 10 | Stirge |
| 11 | Veteran |
| 12 | Crocodile |
| 13 | Dryad |
| 14 | Lizard man |
| 15 | Snake, pit viper |
| 16 | Carcass crawler |
| 17 | Cat, mountain lion |
| 18 | Hippogriff |
| 19 | Noble |
| 20 | Spider, giant black widow |

Cleric level 4-6

Roll 1d20.

- | | |
|----|--------------------------|
| 1 | Centaur |
| 2 | Living statue, iron |
| 3 | Lycanthrope, wereboar |
| 4 | Rhagodessa |
| 5 | Scorpion, giant |
| 6 | Snake, giant rattler |
| 7 | Spider, giant tarantella |
| 8 | Wolf, dire |
| 9 | Cockatrice |
| 10 | Hydra (5 HD) |
| 11 | Lycanthrope, weretiger |
| 12 | Owl bear |

- | | |
|----|-----------------------|
| 13 | Rust monster |
| 14 | Snake, rock python |
| 15 | Basilisk |
| 16 | Caecilia |
| 17 | Dragon, white |
| 18 | Lizard, giant tuatara |
| 19 | Lycanthrope, werebear |
| 20 | Warp beast |

Cleric level 7-9

Roll 1d12.

- | | |
|----|---------------------------|
| 1 | Djinni (lesser) |
| 2 | Griffon |
| 3 | Hydra (8 HD) |
| 4 | Cat, sabre-toothed tiger |
| 5 | Elemental, air (lesser) |
| 6 | Elemental, earth (lesser) |
| 7 | Elemental, fire (lesser) |
| 8 | Elemental, water (lesser) |
| 9 | Golem, bone |
| 10 | Salamander, flame |
| 11 | Dragon, blue |
| 12 | Giant, stone |

Cleric level 10 or more

Roll 1d12.

- | | |
|----|---------------------------------|
| 1 | Black pudding |
| 2 | Hydra (12 HD) |
| 3 | Elemental, air (intermediate) |
| 4 | Elemental, earth (intermediate) |
| 5 | Elemental, fire (intermediate) |
| 6 | Elemental, water (intermediate) |
| 7 | Giant, cloud |
| 8 | Purple worm |
| 9 | Elemental, air (greater) |
| 10 | Elemental, earth (greater) |
| 11 | Elemental, fire (greater) |
| 12 | Elemental, water (greater) |



LAWFUL ENEMIES

Cleric level 1-3

Roll 1d12.

- | | |
|----|------------------------|
| 1 | Halfling |
| 2 | Acolyte |
| 3 | Dervish |
| 4 | Dwarf |
| 5 | Gnome |
| 6 | Medium |
| 7 | Nomad |
| 8 | Veteran |
| 9 | Neanderthal |
| 10 | Pegasus |
| 11 | Living statue, crystal |
| 12 | Noble |

Cleric level 4-8

Roll 1D6.

- | | |
|---|---|
| 1 | Blink dog |
| 2 | Unicorn |
| 3 | Roc, small |
| 4 | Treant |
| 5 | Level 7 lawful cleric, plus 1d20 acolytes (as per monster entry) |
| 6 | Level 7 lawful fighter, plus 1d20 veterans (as per monster entry) |

Cleric level 9 or more

Roll 1d6.

- | | |
|---|--|
| 1 | Dragon, gold |
| 2 | Roc, large |
| 3 | Giant, storm |
| 4 | Level 10 lawful cleric, plus 2d20 acolytes (as per monster entry) |
| 5 | Level 10 lawful fighter, plus 2d20 veterans (as per monster entry) |
| 6 | Level 10 lawful cleric, plus 1 level 10 lawful fighter |

DIVINE CURSES

D20

Divine curses can only be removed with a remove curse spell by a cleric a higher level than the cursed character (or level 14).

- 1 Hands tremble (-4 to attack rolls).
- 2 Crippled, movement halved.
- 3 STR halved (minimum 3).
- 4 INT halved (minimum 3).
- 5 DEX halved (minimum 3).
- 6 CON halved (minimum 3).
- 7 Painful sores: 20% of the character's total hp don't heal in any way.
- 8 Bad luck, -2 to all saves.
- 9 A permanent blight spell on the character.
- 10 The character cannot lie and must always tell the truth (but isn't forced to tell all the truth).
- 11 Vision is obfuscated past 40'.
- 12 Daylight imposes -4 to all attack rolls.
- 13 Nightmares disturb the character's sleep: healing from rest is halved.
- 14 The character can no longer read (includes scrolls).
- 15 The character's spoken words become an unintelligible gibberish (can still use prayers, but standard communication is impossible).
- 16 No magic item works for the character. Cursed items are not affected!
- 17 All retainers, followers, hirelings, specialists, etc, turn their back on the character.

- 18 All shields and armor fall off from the character, who cannot use them.
- 19 The character's words are only understood by creatures of the same alignment.
- 20 Roll and combine two results, or devise something based on the character's story, deity, alignment, and current situation.



DIVINE RELICS

Magic Items of Law, Neutrality and Chaos. Choose one alignment (or roll a d6), then roll 1d10.

Lawful Relics (1-2)

d10	
1	The Gate of Eternity. Holy symbol. +1 to turn undead rolls.
2	Hammer of Judgment. War hammer +2, +4 vs chaotic creatures.
3	Shield of Faith. Indestructible crystal shield +2. The wearer is immune to gaze powers. Command word activates and deactivates continual light spell on the shield.
4	Breviary of the Law. Small book. Halves the time required to prepare divine spells (OSE standard rules) or, each turn spent preparing a ritual prayer counts as two.
5	Bronze Bell of the Angels. Large item (requires a combined strength of 25 to be carried). All lawful clerics who hear the bell chime heal twice the hp with their healing spells until the following dawn.
6	Battle Vest of the Holy. Plate mail +2, +2 to saves versus spells.
7	Crown of the Crusader. Lawful retainers gain +1 to all saves, attack and damage rolls, and +2 to Loyalty.
8	Vestment of the Hierophant. Tunic (may be worn on top of armor). +1 to AC, +1 to all saves.

9 **Crowned Mace of the Heavens.** mace +1, +3 if wielded by lawful characters. When fighting undead creatures, a heavenly choir is heard, and all undead within 30' of the mace suffer -1 to attack rolls, damage, and saves.

10 **Miter of Holiness.** The wearer may reroll a failed save.

Neutral Relics (3-4)

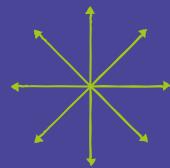
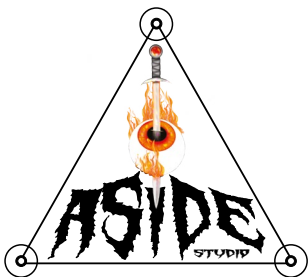
d10	
1	Prayer Beads of the Stars. Halves the time required to prepare divine spells (OSE standard rules) or, each turn spent preparing a ritual prayer counts as two.
2	Headdress of Feathers and Claws. The cleric may consider the cure serious wounds, cure disease, and neutralize poison spells as level one spells.
3	Bronze Staff of Prayer Wheels. Staff +2, counts as a holy symbol.
4	Jade of the First Mother. Holy symbol. Doubles natural healing rate; healing spells restore +2 hp.
5	Spirosteel. Chainmail +2, +4 to saves versus poison. Snakes never attack the wearer.
6	Shield of the Defender. Shield +2. Neutral retainers gain +1 to all saves and +1 to loyalty.
7	Blank Mask of Twilight. The wearer gains infravision to 60', and has immediate knowledge of the alignment of every character, monster, object, or location within 10'.
8	Staff of the Seer. Staff +1. The cleric may consider the find traps, locate object and commune spells as level one spells.
9	The Equalizer. Large war hammer +2 (1d8 damage, blunt, slow, two-handed).
10	Silver Tiara of Leaves. The wearer may reroll a failed save.



Chaotic Relics (5-6)

d10

- 1 **Chaos Star.** Mace +2, +4 vs lawful creatures.
- 2 **Breviary of Chaos,** halves the time required to prepare divine spells (OSE standard rules) or, each turn spent preparing a ritual prayer counts as two. Chaotic clerics only.
- 3 **Brazier of the Black Flame.** Large item (requires a combined strength of 25 to be carried). Enemies inside a chaotic temple hosting the brazier suffer -2 to saves against spells cast by the temple's clerics.
- 4 **Bulwark of Eternities.** Plate mail +2. +1 to all saves.
- 5 **Face of the Faceless,** holy symbol. The cleric's enemies suffer -2 to saves against the cleric's spells/prayers.
- 6 **Helm of the Horned Destroyer.** Chaotic retainers gain +1 to all saves, attack and damage rolls, and +1 to loyalty.
- 7 **Shield of Terror.** Shield +1. Opponents that fail an attack roll against the wearer must flee for 2 turns unless they save versus spells, if they have less HD than the wearer.
- 8 **Mark of the Chosen,** holy symbol. +1 to all saves.
- 9 **Iron Staff of the Abyss.** Staff +2. Struck opponents must save vs spell or drop everything they are holding in their hands.
- 10 **Flail of Shifting Destinies,** flail +2. +2 to AC.



A M E F E
L A X O S
T G T R S
E I R R E
R C A O N
N T L T
A R T D I
T U A - A
E L B S L
E E L C S
D S E H
I V A O O
I N L
N D
E

