

CEREMONIAL ITEMS



Each church tradition favors a specific ceremonial item (sun-scepters for the Church of Praios, Raven's beaks for the Church of Boron, and so on). Blessed Ones create these items using *Sanctify Object* (see *Core Rules*, page 333) and the special ability *Create Ceremonial Items*.

Ceremonial items grant Blessed Ones a +1 bonus to perform ceremonies linked to their Church. Additionally, ceremonial items give Blessed Ones access to special abilities that work only in combination with that ceremonial item. These special abilities appear in the description for each ceremonial item, and are compatible with all aspects from each Church's tradition. The Blessed One must spend AP to activate the special ability but may then access it without having to conduct an additional ceremony to bind it to/into the item. This facet differentiates ceremonial items from the tradition artifacts of spellcasters. Also, ceremonial items do not have volume points. Instead, the character's chosen aspect dictates which special abilities may be used.

No more than one special ability may be active at one time, and while this may at first seem limiting, remember that the character has access to several additional special abilities.

This excerpt presents options for just one aspect from each Church. Note that this excerpt comes from a

work-in-progress, and terms may change. For more about creating and using ceremonial items, see the upcoming sourcebook *Aventuria Works of the Gods*.

Trance

Trance is a mild form of Rapture that accompanies the use of certain ceremonial items or special abilities. Reduce *Trance* by 1 level every 24 hours.

Trance

Trance level	Effects
Level I	The god's presence is felt, and the character recovers no KP during the next regeneration phase.
Level II	A -2 penalty applies to all checks except those concerning liturgical chants and god-pleasing talents, and the character recovers no KP during the next regeneration phase.
Level III	A -3 penalty applies to all checks, even those that are pleasing to the character's god, and the character recovers no KP during the next regeneration phase.
Level IV	The character is rendered unconscious and recovers no KP during the next regeneration phase.

Sun-Scepter of Praios

Scepter of Fear

Effect: The Blessed One of Praios chooses a Daimonids or demon target within 32 paces. That target gains 1 level of Fear, even if the creature is normally immune to Fear. A target can be affected by only one Scepter of Fear at a time. This ability costs 1 action and inflicts 1 level of Trance on the Blessed One.

Prerequisites: Special ability Tradition (Church of Praios), no special ability Light of the God.

Aspect: Anti-Magic

AP Value: 12 adventure points

Bullwark against Spellcasting

Effect: All spells and other magical acts directed at the Blessed One of Praios subtract 1 QL (to a minimum QL of 1).

Prerequisites: Special ability Scepter of Fear, no special ability Protection against Damaging Magic

Aspect: Anti-Magic

AP Value: 15 adventure points



Rondra's Crest

Protection of the Lioness

Effect: The Blessed One of Rondra gains a +1 bonus to PA while wielding a Rondra's Crest in combat.

Prerequisites: Special ability Tradition (Church of Rondra), no special ability Lightning Strike

Aspect: Shield

AP Value: 8 adventure points



Protection against Unholy Things

Effect: The Blessed One of Rondra gains +1 PRO against daimonids and demons. This PRO bonus stacks with other PRO that is effective against these beings.

Prerequisites: Special ability Protection of the Lioness, no special ability Aid of the Undefeated

Aspect: Shield

AP Value: 12 adventure points

Raven's Beak of Boron

Hammer of Fear

Effect: The Blessed One of Boron chooses a ghost or undead creature within 32 paces. This target gains 1 level of Fear, even if the creature is normally immune to Fear. This ability costs 1 action and inflicts 1 level of Trance on the Blessed One.

Prerequisites: Special ability Tradition (Church of Boron), no special ability Focus of the Shadow World

Aspect: Death

AP Value: 10 adventure points

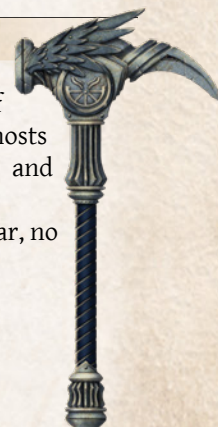
Hammer against Deceased

Effect: Weapon attacks by Blessed Ones of Boron inflict double damage against ghosts (roll the DP, multiply the result by two, and THEN subtract PRO).

Prerequisites: Special ability Hammer of Fear, no special ability Hammer of Protection

Aspect: Death

AP Value: 8 adventure points



Hesinde's Book of Serpents

Bastion against Damaging Magic

Effect: Spells that inflict damage suffer a -1 penalty when cast against the Blessed One of Hesinde.

Prerequisites: Special ability Tradition Bastion (Church of Hesinde), no special ability Body of Knowledge

Aspect: Magic

AP Value: 12 adventure points



Assistance against Influence Spells

Effect: The Blessed One of Hesinde gains a +1 bonus to SPI versus spells with the property Influence

Prerequisites: Special ability Bastion against Damaging Magic, no special ability Bulwark against Magic.

Aspect: Magic

AP Value: 20 adventure points

Moon Charm of Phex

Sense for Gold

Effect: While holding the moon charm, the Blessed One of Phex chooses a target up to 16 paces away and gains an insight into how much money that target is carrying. Sense for Gold does not reveal exact numbers, and instead gives a rough approximation (for example, at least a dozen thalers, coins valued between 10 and 20 halers each, and so on). Sense for Gold cannot detect coins concealed in secret hiding spots, secret compartments, or similar things. Sense takes effect instantly and lasts 1 CR. This ability costs 1 action to activate and inflicts 1 level of Trance on the Blessed One.

Prerequisites: Special ability Tradition (Church of Phex), no special ability Light of Madamal

Aspect: Trade

AP Value: 2 adventure points

Sense for Value

Effect: The Blessed One of Phex can sense whether a coin, a promissory note, or even an I.O.U. is real or counterfeit, simply by touching it. This ability costs 1 action to activate and inflicts 1 level of Trance on the Blessed One.

Prerequisites: Special ability Sense for Gold, no special ability Square Deals

Aspect: Trade

AP Value: 3 adventure points



Green Gloves of Peraine

Plague Glove

Effect: Reduce the Blessed One of Peraine's chance of infection by 10% (down to a minimum of 5%) while caring for the ill.

Prerequisites: Special ability Tradition (Church of Peraine), no special ability Preservation of Plants

Aspect: Healing

AP Value: 5 adventure points



Healer's Gloves

Effect: When a Blessed One of Peraine uses Healer's Gloves, a successful Treat Wounds (Enhance Healing) check means that need not roll for contracting battlefield fever (see Aventurian Almanac, page 128). Instead, the character rolls 1D6 during the next regeneration phase: On a result of 1-2, the character recovers 1 additional LP. This ability lasts 5 minutes and inflicts 1 level of Trance on the Blessed One.

Prerequisites: Special ability Plague Glove, no special ability Glove of Recovery

Aspect: Healing

AP Value: 10 adventure points