

Religious Ceremonies

Most, but not all, of the Christian/Satanic religious ceremonies require an ordained cleric to carry them out. Norse pagan ceremonies may be carried out by any free worshipper.

Each ceremony listed below includes a list of those eligible to test for increased morale due to that ceremony.

Ceremonies that can be used to support an appeal are marked with an asterisk (*).

Baptism

Effect:

Piety of an adult convert to Christianity/Satanism increased by one PB.

Ceremonial Morale Factor:

- +1 Adult convert (Christian/Satanist only)
- +1 Parents of infant
- +1 Other Kin of infant (Norse Pagan only)

Benediction (Christian/Satanist)

Effect:

Those blessed gain +1 on defensive calculations for 20 minutes. A formal benediction blesses only one person, but gives +2 for 1 hour, as well as a 5% piety increase. Formal benediction also removes curses. Those blessed gain a bonus to appeals.

Ceremonial Morale Factor:

- +1 Officiant; person(s) blessed
- +1 If Formal Benediction

Confession (Christian)

Effect:

d6 x 10 piety increase for worshipper.

Ceremonial Morale Factor:

- +2 Confessor and worshipper

Feast* (Norse Pagan/Satanist)

Effect:

+1 on offensive calculations for 1 hour (Satanist only)

Ceremonial Morale Factor:

- +2 Officiant; all attendees

Final Absolution (Christian)

Effect:

2d6 x 10 piety increase for dying worshipper.

Ceremonial Morale Factor:

- +3 Officiant and dying worshipper

Funeral Rites (Christian/Norse Pagan)

Effect:

Improves fate of departed soul and gives it resistance to conjuration.

Ceremonial Morale Factor:

- +1 Relatives in attendance

Marriage (Christian/Norse Pagan)

Effect:

Piety of couple increased by one PB.

Ceremonial Morale Factor:

- +3 Couple
- +2 Kin of couple
- +1 All other attendees

Mass, Black Mass* (Christian/Satanist)

Effect:

+2 on defensive calculations for one hour (1½ hours if high mass/high black mass) for all participants.

Ceremonial Morale Factor:

- +3 Officiant; all attendees
- +1 If High Mass/High Black Mass

Ordination/Investment* (Christian/Satanist)

Effect:

As formal benediction for newly elevated clergyman, except piety increase is +10%.

Ceremonial Morale Factor:

- +3 Newly elevated clergyman
- +1 Officiant

Preaching (Christian)

Ceremonial Morale Factor:

- +2 Officiant and all attendees
- 1 If preaching goes over one hour

Sacrifice (Norse Pagan/Satanist)

Effect:

The sacrifice gives bonuses to appeals.

Ceremonial Morale Factor:

- +1 Officiant; all attendees

Seidhr* (Norse Pagan)

Effect:

Is an appeal (q.v.) to Freya for knowledge, doesn't count as a ceremony to support other appeals.

Ceremonial Morale Factor:

- +1 Officiant and all attendees
- +2 If crowd joins the chant

Veneration of a relic or image* (Christian/Satanist)

Ceremonial Morale Factor:

- +1 Worshipper

Religious Ceremonies **Curses, etc.**

The following religious ceremonies carry a ceremonial morale factor, but actually *lower* the recipient's morale instead of raising it. Obviously, they carry no chance of inspiration.

Excommunication, Informal (*Christian, Satanist*)

Effect:

This is simply the process of refusing a worshipper communion. It has no further effect, though devout Christians may shun the recipient.

Ceremonial Morale Factor:

+2 Excommunicated Worshipper

Excommunication, Formal (*Christian, Satanist*)

Effect:

Piety of recipient reduced by one-third. Recipient expelled from church. Recipient may no longer appeal to powers of the church.

Ceremonial Morale Factor:

+4 Excommunicated Worshipper

Interdiction (*Christian*)

Effect:

Morale effects permanent until lifted. Recipients are expelled from church, and may no longer appeal.

Ceremonial Morale Factor:

+3 All citizens of interdicted nation except clergy

Malediction (*Christian/Satanist*)

Effect:

Those cursed suffer -2 on defensive calculations and appeals for 1 hour, as well as a 5% piety loss. Malediction also removes curses.

Ceremonial Morale Factor:

+2 Person cursed