

The Dreams of Ruin
Divine Prying Guide
Labyrinth Lord's Copy

Notes for the Labyrinth Lord

Clerics use a simplified framework for research to reflect the fact that the game falls apart if the gods give out all the answers. We attempt to allow attempts to utilize divine sponsorship to good effect, without giving the game away.

The Clerical path is designed as five arrays of secrets. These secrets are hidden behind veils, and the players can reveal each of the secrets one at a time. Generally, each quest performed in the service of a divine patron able to provide aid will reveal one or more secrets.

The secrets of defense against the dreams are represented by five symbols, which are named on the diagrams. The cleric chooses which symbol they will meditate on, and chooses one of the research possibilities. The direct choice method is fairly powerful, and reflects the idea that divine rewards will be infrequent but powerful elements in battle against the dreams.

Sharing the information gained from these endeavors is possible, although not all clerics may be able to cast all cleric spells. This is subject to Labyrinth Lord adjudication. However, given the nature of begging gods for aid, a large number of parallel secret-searchers is unlikely to be well-received. Divine rewards should generally be handed out as part of a quest line, not as a result of periodic research.

Keep in mind that while this gives access to the spell, it provides only the clerical spell, and possibly only to clerics of a single faith. Likewise, it doesn't remove the technology or lore from other research table results.

Not all gods may be willing or able to permit access to all symbols. The symbols Baldust and Dorje are the ones most likely to be made available, while the symbol Algernon is the least likely to be available for study.



Come and See

These things are revealed to you



Tech

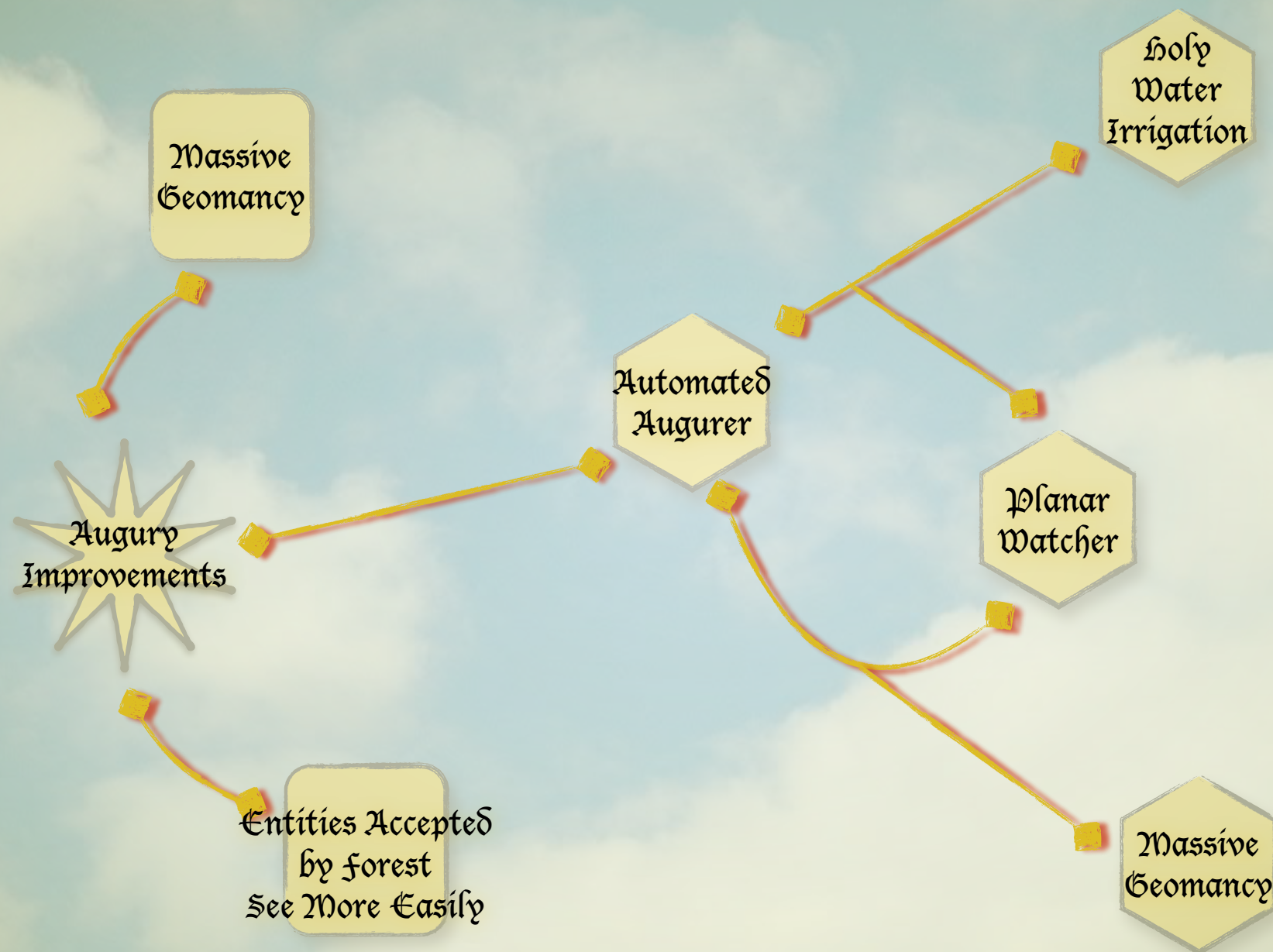


Spell



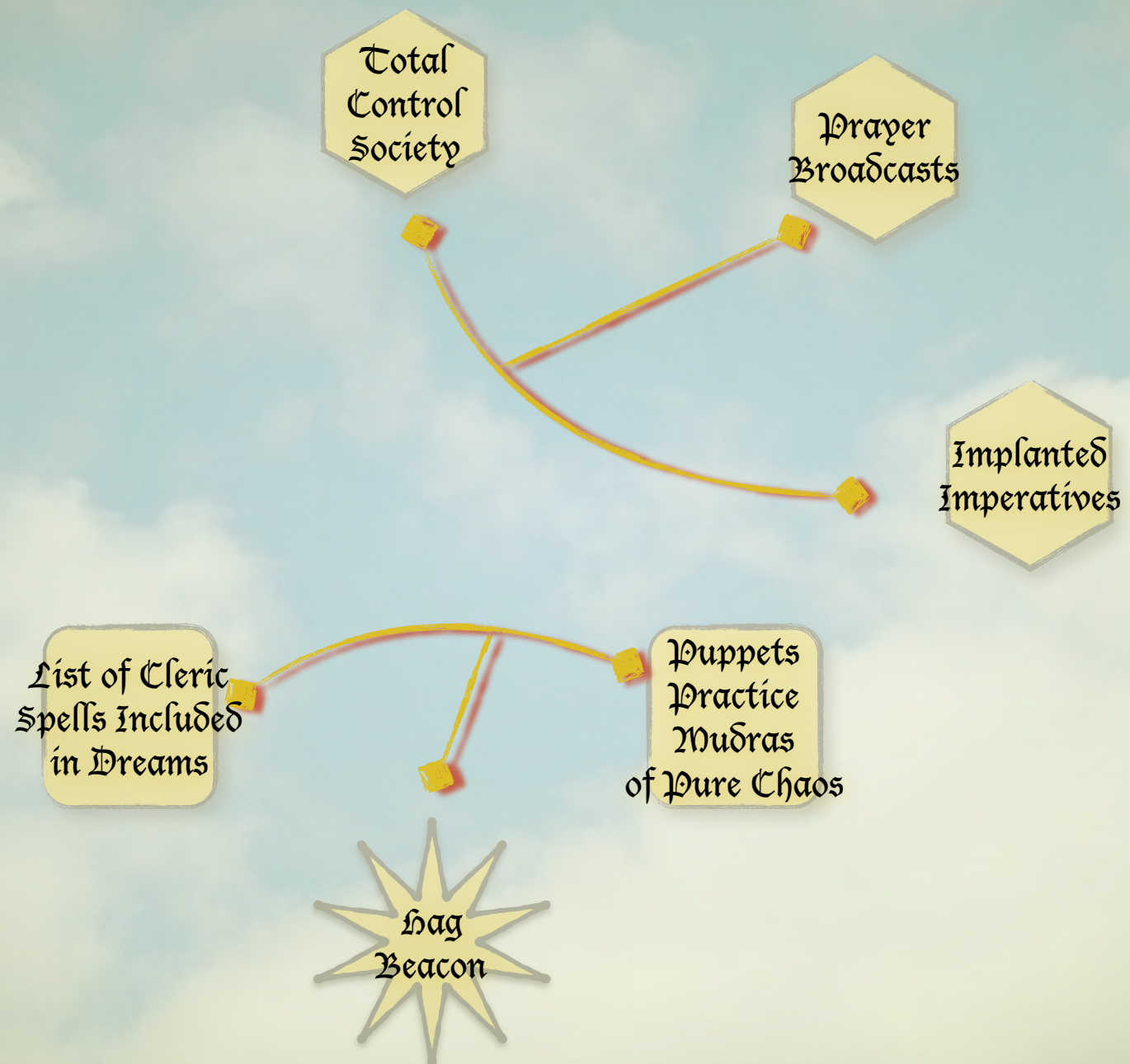
Lore

Dorje



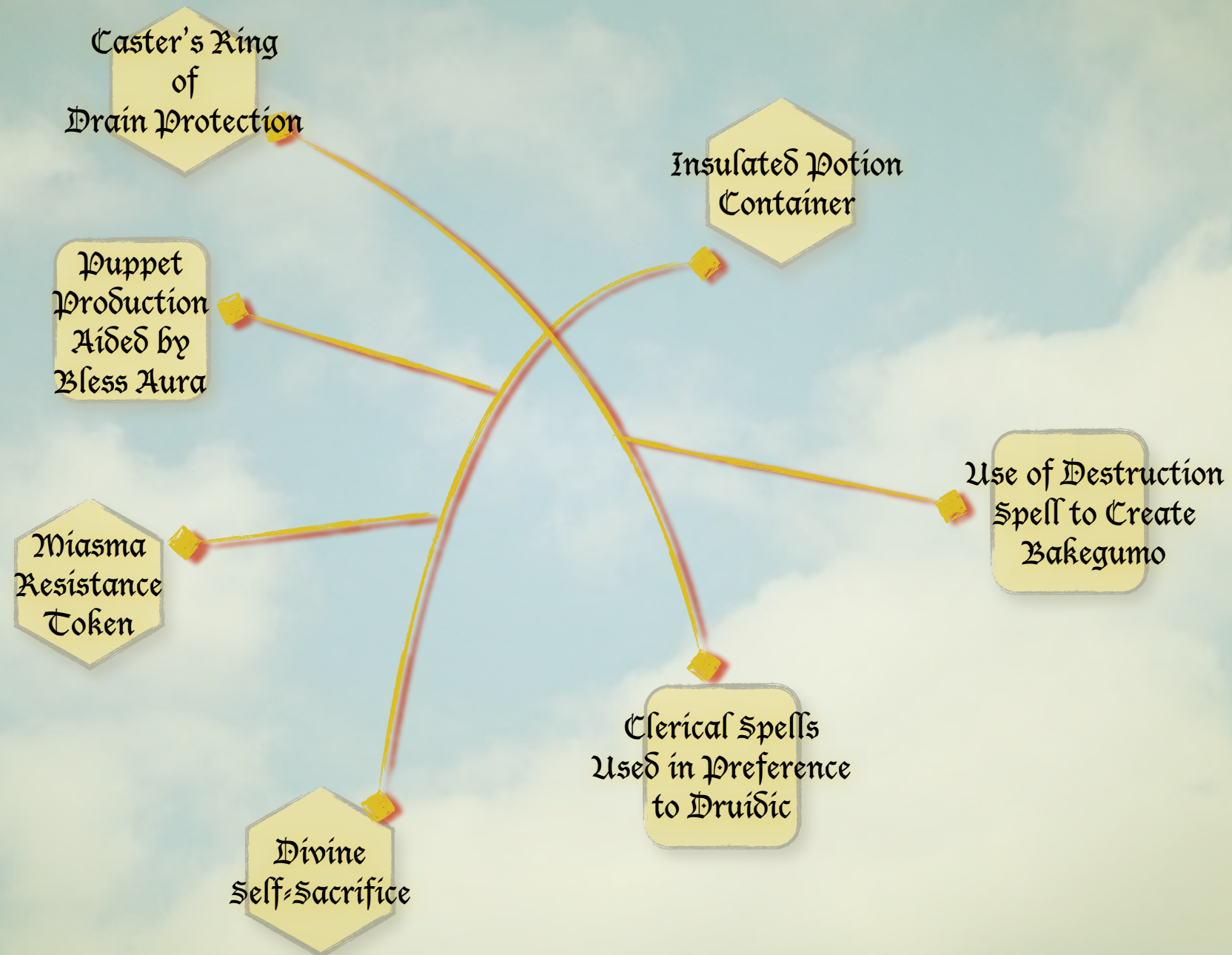
The Symbol of Vigilance

Baldust



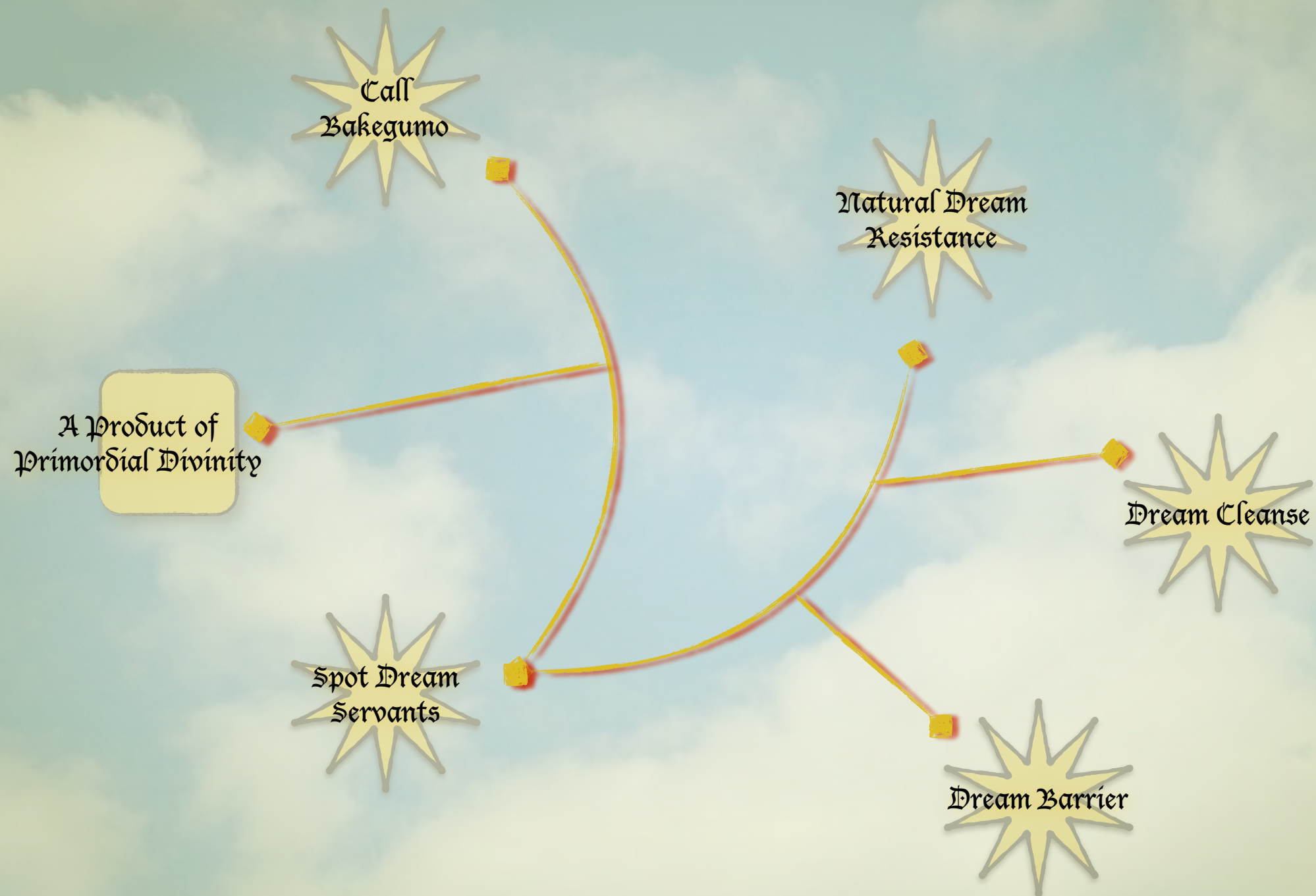
The Symbol of Compulsion

Hormuz



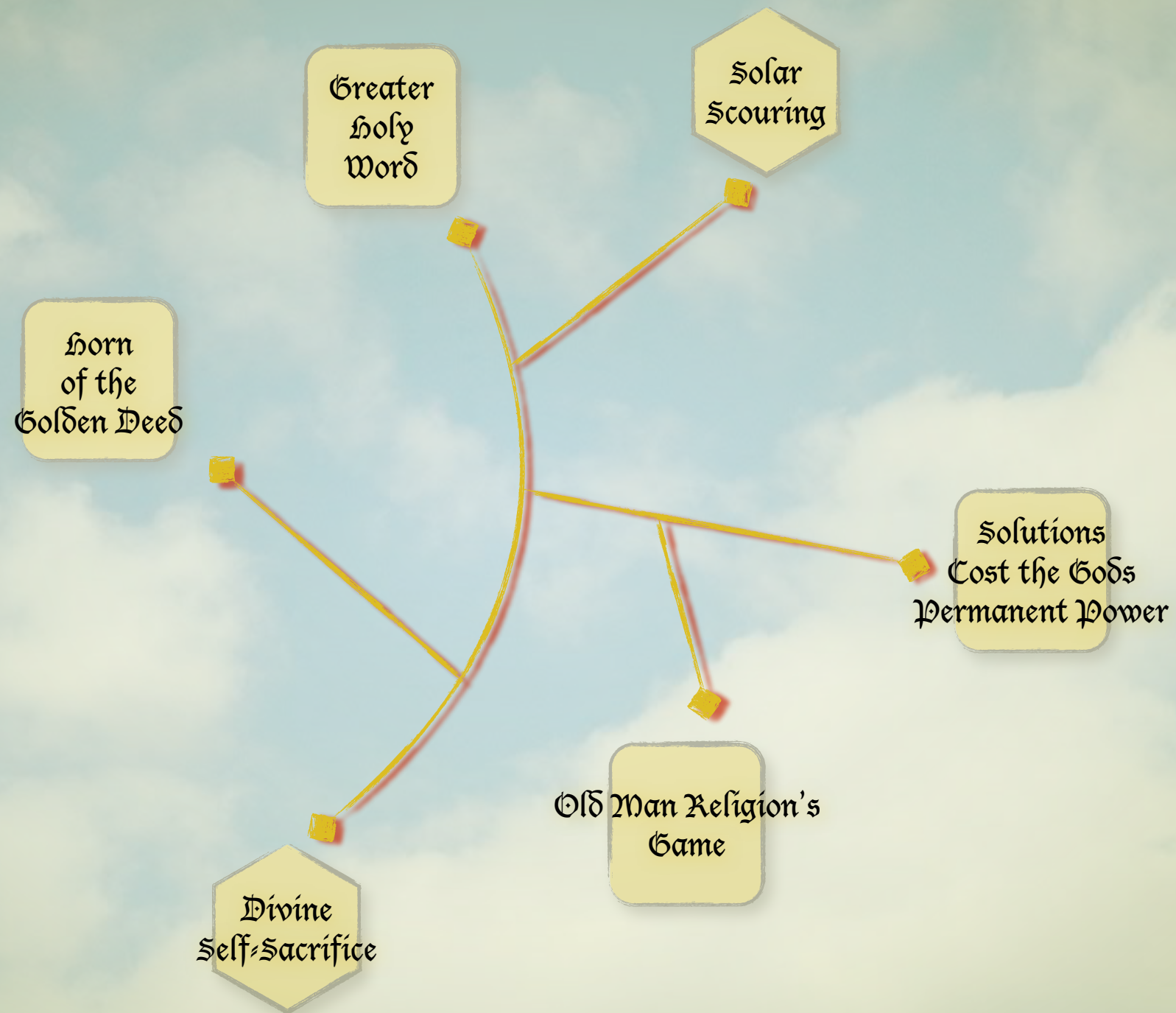
The Symbol of Resistance

Pandib



The Symbol of Petty Sorcery

Algernon



*The Symbol of
the Greater Mysteries*