

Rachel Bonuses

Periodic thoughts of inconsistent quality about silly elf games

Thursday, June 27, 2013

Clerical Orders of the Majestic Wilderlands (wip)

Of late, I've tended to favor the Wilderlands pantheon in my homebrews, instead of the 4e pantheon, which had previously been my go-to-- though don't get me wrong I don't mind using that and might even do so in the future. (I think I owe a bit of my fondness of it to the Raven Queen-- come-on, a non-evil death goddess with a raven motif? I was bound to imagine her as Neil Gaiman's Death, and thus to fall madly in love.)

To that end, and also because I like the idea of clerics being a little different for different gods, and because this is supported by ACKS's rules... well, here's some work on my part. Credit for the descriptions of the gods themselves goes to Rob Conley, from whom I cribbed them here, and I think ultimately to some combination of Bob Bledsaw, Robert E. Howard, and ancient people who actually worshiped about half of these bad boys.

Oh, and we should get this out of the way-- by default clerics IMC can always use spears, daggers, and crossbows in addition to the usual blunt fare-- I always thought the "no edged weapons because blood" thing was really, really stupid.

DANNU (DAN-NU) - The Mother of Mercy, Lady of the Green Earth, the Hearth Mother

Dannu is the goddess of mercy, love, home, and fields. Dannu is worshipped by peasants throughout the Majestic Wilderlands. The church of Dannu works to bring aid and relief to the peasant when they suffer. The church of Dannu has special relationship with the church of Mitra . Together the two churches work to bring justice and peace to the Wilderlands. Also the church of Silvanus and Dannu cooperate on many matters.

SYMBOL: A Sheaf of Wheat on a Green Circle

In place of Turn Undead Dannu's clerics have the following powers:

Purify Food and Drink as the spell of the same name at will, taking 1 turn to take effect.

Blessed Feast: Once per day a cleric of Dannu can imbue a meal for a number of people equal to her level with her blessing. All who partake of the meal are affected as if by a **Bless** spell.

Clerics of Dannu use the following spell list:

	First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells

People who are rather cleverer than me

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1	Command Word	Bless*	Continual Light*
2	Cure Light Wounds*	<u>Calm Emotions</u>	Cure Blindness
3	Detect Evil	Charm Animal	Cure Disease*
4	Detect Magic	Delay Poison	Detect Curse
5	Fellowship*	Divine Grace	Glyph of Warding
6	Light*	Find Traps	Growth of Animals
7	Protection from Evil	Holy Chant	Locate Object
8	Remove Fear*	Resist Fire	Prayer
9	Resist Cold	Silence, 15' Radius	Protection fr. Normal Missiles
10	Sanctuary	Speak With Animals	Remove Curse*

	Fourth Level Divine Spells	Fifth Level Divine Spells
1	Create Water	Atonement
2	Cure Serious Wounds	Command Plants
3	Dispel Magic	Commune
4	Divination	Create Food
5	Fate	Dispel Evil
6	Growth of Plants	Insect Plague
7	Neutralize Poison	Quest*
8	Protection From Evil (sustained)	Restore Life and Limb*
9	Speak with Plants	Strength of Mind*
10	Vigor	Summon Weather

HAMAKHIS (HA-MA-KISS) - The Deathlord, Lord of Undeath, The Final Judge

He is the god of death and judgement. All who die come to Hamakhis were they judged; those who fail dwell forever in the City of Bones and the rest proceed to their god. Hamakhis is also able to grant to undeath to his followers.

Hamakhis has two types of sects; the first believing that if one make the proper sacrifices to Hamakhis and glorify his name, they will be granted the state of undeath, the second preaches about Hamakhis the Final Judge and warns people to be ready for him.

SYMBOL: A White Skull

Depending on their sect, some clerics of Hamakhis command undead instead of turning them.

Clerics of Hamakhis use the following spells

	First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1	Cause Fear*	Augury	Continual Darkness
2	Command Word	Bless*	Cure Blindness

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3	Cure Light Wounds	Choking Grip	Cure Disease
4	<u>Deathwatch</u>	<u>Deathknell</u>	Detect Invisible
5	Detect Evil	Delay Poison	ESP
6	Detect Magic	Find Traps	Feign Death
7	Detect Undead	Hold Person	Glyph of Warding
8	Light*	Obscuring Cloud	Necromantic Potence
9	Protection From Evil*	Silence, 15' Radius	Remove Curse
10	Read Languages	Sleep	Speak With Dead
Fourth Level Divine Spells		Fifth Level Divine Spells	
1	Cure Serious Wounds*	Atonement	
2	Death Ward	Commune	
3	Dispel Magic	Cone of Paralysis	
4	Divination	Control Undead	
5	Dismember	Fear	
6	Enervate	Finger of Death	
7	Infravision	Insect Plague	
8	Neutralize Poison*	Quest*	
9	Protection fr. Evil, Sustained*	Strength of Mind	
10	Smite Undead*	True Seeing	

KALI (KAA-LEE) - The Black Mother, The Death Crone, Lady of Illusions

Kali is the goddess of murder, hatred, and lust. Her goals directly conflict with those of the goddess Dammu. She revels in death and destruction. She sunders man and wife, takes the newborn from their mother, and brings famine and plague to the Wilderlands. Her followers are secreted in obscure caves, little alleys, and hidden valleys. The Claws of Kali are the most feared killers in the Majestic Wilderlands. The Claws support the main temples of Kali. Also in many lands where temples are not able to be established, Kali is served by her Blood Childern, the Vampires and Werewolves. The Power of Blood makes them fearsome creatures of the night.

SYMBOL: The Kris Knife (Wavy Bladed Dagger)

Kali's holy orders also include plenty of assassins and mystics. Some of her clerics fight as Bladedancers instead. In place of Turn Undead, Kali's clerics have the following powers:

Bloodlust: Clerics of Kali gain the Zaharan Ruinguard's Death Healing ability for free.

Incite Rage: Once per day, clerics of Kali can cause a creature to enter a berserker rage by touch. The rage lasts a number of rounds equal to the cleric's level.

Clerics of Kali receive the following spells

	First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells

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1	Cause Fear	Bane	Alter Self
2	Command Word	Choking Grip	Cause Disease
3	Detect Good	<u>Deathknell</u>	Charm Person
4	Detect Magic	Enthrall	Curse
5	<u>Hemorrhage</u>	Hold Person	Feign Death
6	Light*	Holy Chant	Glyph of Warding
7	Protection from Good	Resist Fire	Invisibility
8	Sharpness	Righteous Wrath	<u>Invulnerability to Good</u>
9	Trance	Spiritual Weapon	Levitate
10	Wall of Smoke	Swift Sword	Striking

	Fourth Level Divine Spells	Fifth Level Divine Spells
1	Dismember	Commune
2	Dispel Magic	Confusion
3	Divination	Fear
4	Enervate	Finger of Death
5	Inflict Serious Wounds	Flame Strike
6	Nondetection	Insect Plague
7	Poison	Phantasmal Killer
8	Protection fr. Good, Sustained	Quest
9	Raise Dead	Scry
10	Vigor	Sword of Fire

MITRA (MI-TRA) -The Red Maiden, The Lady of the White Hand, Lady of Paladins

Mitra is the goddess of justice, war, and paladins. Mitra defends the helpless, and protects the weak from those who desire to prey on them. There is great enmity between the church of Mitra and the church of Set. The Church of Mitra has a special relationship with the church of Dannu. Together the three churches work to bring justice to the Wilderlands. SYMBOL: The White Hand on a Red Circle, The White Lion

Mitra's Clerics tend to be female slightly more often than not. Some have Turn Undead, but others have the Paladin's Aura of Protection and Lay on Hands abilities instead. Many clerics of Mitra fight as bladedancers. Her holy orders are the most likely to produce paladins.

Clerics of Mitra use the Bladedancer spell list.

NEPHTHYS (Nep-thee-is) - The Bargainer, The Golden Lady, The Queen of Opalescence

She is the goddess of wealth and pleasure; she is widely worshipped throughout the Majestic Wilderlands by merchants. Nephthy's followers believe that if one honors the Bargainer and indulges her pleasure, one will succeed in commerce. Her worship invariably involves orgies and sexual rites.

SYMBOL: Three Golden Coins

- August (14)
- July (18)
- ▼ June (8)
 - Clerical Orders of the Majestic Wilderlands (wip)
 - For Daddy, 2013
 - So I started to work my mojo, to counter their moj...
 - Random elf names
 - Has it been six months already?
 - The Fiend Folio...
 - How I'd do Psionics
 - I'm running games at ConTessa!
- May (7)
- April (6)

Instead of Turn Undead, Clerics of Nephthys have the Elven Enchanter's Glamorous Aura and gain the Magical Music proficiency for free.

Clerics of Nephthys use the following spell list:

	First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1	Command Word	Bless*	Alter Self
2	Cure Light Wounds*	Enthrall	Charm Person
3	Detect Evil*	Locate Object	Continual Light*
4	Detect Magic	Hold Person	Cure Blindness
5	Faerie Father	Holy Chant	Cure Disease*
6	Light*	Magic Mouth	Glyph of Warding
7	Protection from Evil*	Resist Fire	Hypnotic Pattern
8	Purify Food and Water	Righteous Wrath	Phantasmal Force
9	Remove Fear*	Silence, 15' Radius	Prayer
10	Salving Rest	Snake Charm	Remove Curse*
	Fourth Level Divine Spells	Fifth Level Divine Spells	
1	Clairvoyance	Charm Monster	
2	Create Water	Command Person	
3	Cure Serious Wounds*	Commune	
4	Dispel Magic	Create Food	
5	Divination	Enchanted Container	
6	Find Treasure	Flame Strike	
7	Neutralize Poison*	Quest*	
8	Protection fr. Evil, sustained	Restore Life and Limb*	
9	Vigor	Scry	
10	Tongues	Spectral Force	

PTAH (TAH) - The Craftsman, The Star Lord, The Father of Multitudes

Ptah is the god of crafts, artifice, and of creation. He is revered by the Dwarves. He is claimed to be the eldest of the gods and the first to come to the Wilderlands. Ptah created the creatures of the earth and all of the children races. He established the First Covenant by which the Children Races were taught and brought to glory. Ptah also established the Second Covenant by which the surviving gods of the Uttermost War agreed to rule the Wilderlands by.

SYMBOL: A silver chime with a golden hammer.

In addition to human Clerics, Ptah's faithful include the majority of Dwarven Craftpriests. Ptah hates undead and sees them as a perversion of the life he imbued mortals with, so his priests get Turn Undead as usual.

Clerics of Ptah use the normal Cleric spell list, except replace Sticks to Snakes with Create Objects because Sticks to Snakes is too fucking biblical (unless you give it to...)

SET (SET) - The Serpant Lord, The Dragon, the Night Hunter

Set is the god of war, night, and evil. He is the conquerer, the emperor, and the dragon. He teaches the one must strive for honor and glory. He also teaches that one must obey those above him and expect those below to obey.

SYMBOL: A serpent head on a black circle

Much as Mitra is the patron of most paladins, Set is the patron of most anti-paladins, especially the fearsome Myrmidons. Some of Set's priests fight as Shamans. Instead of Turn Undead, priests of Set get a Totem Animal and Shapechange as a Shaman does, however they **must** choose either a Cobra or a Python as their totem.

Clerics of Set use the following spell list:

	First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1	Cause Fear	Augury	Cause Disease
2	Command Word	Bane	Charm Person
3	Detect Good*	Chameleon	ESP
4	Detect Magic	Choking Grip	Glyph of Warding
5	Detect Poison	Enthrall	Hypnotic Pattern
6	Inflict Light Wounds	Hold Person	Invisibility
7	Light*	Silence, 15' Radius	Phantasmal Force
8	Protection from Good	Silent Step	Remove Curse*
9	Spider Climb	Snake Charm	Speak with Dead
10	Trance	Spiritual Weapon	Striking

	Fourth Level Divine Spells	Fifth Level Divine Spells
1	Chimerical Force	Call Dragon
2	Dismember	Cone of Paralysis
3	Dispel Magic	Fear
4	Enervate	Finger of Death
5	Inflict Serious Wounds	Insect Plague
6	Infravision	Polymorph Other
7	Poison	Polymorph Self
8	Protection from Good, sustained	Quest
9	Sticks to Snakes	Spectral Force
10	Telepathy	Strength of Mind

SILVANUS (SIL-VAN-US) - The Forest King, The Dreamlord

Silvanus is the god of dreams, magic, and the forest. Silvanus is especially revered by the Elves. His worship involves a lot of mysticism, simple but yet complex rituals, and magic. Among Humans his followers are known as Druids and the Rangers take Silvanus as their patron. Silvanus's followers work a lot with the church of Dammu.

SYMBOL: A Azure (Blue) Bowl

Silvanus's priests are by-the book Shamans, much as Ptah's are (virtually) by-the-book Clerics and many of Mitra's are by-the-book Bladedancers.

THOTH (THAWTH) - The Immortal Sage, The Bearer of the Lantern

Thoth is the god of knowledge. He is charged by Ptah with the keeping of the Second Coveant and the recording of all what transpire in the Wilderlands. His followers mainly follow the monastic life and collect books of lore. The church of Thoth also has an order that produces many fine jesters that entertain the courts of the Wilderlands.

SYMBOL: Lantern

Thoth has a great many orders of Mystics. In place of turning undead, Clerics of Thoth gain the Bard's Loremastery Ability and the Mystic's Probability Trance ability.

Clerics of Thoth use the following Spell List:

	First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1	Command Word	Augury	Continual Light*
2	Cure Light Wounds	Bless*	Cure Blindness
3	Detect Evil*	<u>Calm Emotions</u>	Cure Disease*
4	Detect Magic	Delay Poison	Detect Curse
5	Light*	Find Traps	Detect Invisible
6	Predict Weather	Hold Person	Detect Secret Doors
7	Read Languages	Holy Chant	ESP
8	Sanctuary	Produce Fire	Locate Object
9	Trance	Silence 15' Radius	Remove Curse*
10	Wall of Smoke	Zone of Truth	Speak With Dead
	Fourth Level Divine Spells	Fifth Level Divine Spells	
1	Clairaudience	Command Person	
2	Clairvoyance	Commune	
3	Create Water	Create Food	
4	Cure Serious Wounds*	Feeblemind	
5	Divination	Find Treasure	
6	Fate	Quest*	
7	Infravision	Restore Life and Limb	
8	Neutralize Poison*	Scry	
9	Telepathy	Strength of Mind*	
10	Tongues*	True Seeing	

THOR - The Lord of Icy Winds, Thunderer of the Gods.

Thor is the god of the wind, thunder, and war. He is the ultimate warrior, and the best at battle. His followers live for battle, and continually strive to improve their skills and do great deeds. They believe that to die in battle is the only way to die properly.

SYMBOL: Hammer

Besidsr Clerics, Thor also produces plenty of Paladins and a few Dwarven Craftpriests. In place of Turn Undead, Thor's Clerics gain the benefits of the Goblin-slaying proficiency for free and the ability to Inspire Courage as a bard.

Clerics of Thor use the following spell list.

	First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1	Cure Light Wounds*	Bless*	Call Lightning
2	Detect Evil*	Divine Grace	Continual Light*
3	Detect Magic	Hold Person	Cure Blindness
4	Fellowship	Obscuring Cloud	Cure Disease
5	Light*	Ogre Power	Eyes of the Eagle
6	Predict Weather	Resist Fire	Glyph of Warding
7	Protection from Evil*	Righteous Wrath	Protection fr. Normal Missiles
8	Remove Fear*	Spiritual Weapon	Remove Curse*
9	Resist Cold	Summon Hero	Striking
10	Summon Berserkers	Swift Sword	Summon Winged Steed
	Fourth Level Divine Spells	Fifth Level Divine Spells	
1	Create Water	Atonement	
2	Cure Serious Wounds*	Control Winds	
3	Dispel Magic	Create Food*	
4	Fly	Dispel Evil*	
5	Giant Strength	Growth	
6	Gust of Wind	Hold Monster	
7	<u>Hold Giant</u>	Quest*	
8	Neutralize Poison*	Restore Life and Limb*	
9	Protection fr. Evil, Sustained	Summon Weather	
10	Vigor	<u>Thunder Strike</u>	

New Spells:

Calm Emotions Range: 60 ft

Divine 2 (Cleric) Duration: Concentration, up to 1 round per level

This spell calms emotionally-agitated creatures. You have no control over the emotions of the creatures within the area of effect, but being calmed stops hostile creatures from attacking or joyous ones from reveling. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any bonuses granted by spells such as bless, as well as negating such effects as a bard's ability to inspire courage or a berserker rage. It also suppresses any magical fear and the effects of a *Confusion* spell. While the spell lasts, a suppressed spell or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Deathwatch Range: 60 ft

Divine 1 Duration: Concentration

This spell allows you to tell by sight if a creature is alive, near death (alive

with fewer hit points than the number of HD it has), dead, or neither alive nor dead (such as a construct or automaton). This spell sees through any spell or ability that allows a creature to feign death.

Deathknell Range: 60 ft

Divine 2 Duration: Instantaneous

This spell, with the sound of an iron bell, causes a single creature in range that is at or below 0 HP but not yet dead to save vs. death or immediately lose its grip on life. If it dies, you regain hit points equal to its level or the number of HD it had.

Hemorrhage Range: 30 ft

Divine 1 Duration: Special

This spell causes one creature to begin bleeding profusely. Unless the affected creature makes a successful saving throw vs. death, the bleeding will be so severe and painful that it cannot act, and loses 1d3 HP per round. A healing spell restores the damage but does not immediately stop the bleeding. The target of the spell receives a new saving throw each round. The spell lasts until either the targeted creature makes a saving throw or the caster stops concentrating.

Hold Giant Range: 180'

Divine 4 Duration: 2d8 turns

This spell functions like *hold person*, except that it affects any giant humanoid of larger than ogre size that fails its save versus Paralysis.

Invulnerability to Good Range: self

Divine 3 Duration: 1 turn

This spell is essentially the reversed version of *Invulnerability to Evil*, and as such, it protects the caster from normal, non-magical attacks by "good" creatures. Magic or silver weapons can harm the character, but any number of normal swords, arrows, clubs, or natural weapons wielded by an evil creature will be fended off.

Evil monsters which themselves can only be affected by silver or magical weapons can still harm the subject, and evil monsters with 5 HD or more are able to affect the subject through natural ferocity. For purposes of this spell, evil creatures include hostile creatures of an alignment other than the caster's alignment, and inherently good creatures such as summoned creatures of Lawful alignment.

Thunder Strike Range: 60'

Divine 5 Duration: instantaneous

A thunder strike produces a vertical column of divine lightning 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 points of damage. A successful saving throw versus Spells reduces the damage to 3d8. The only way this spell differs from Flame Strike is that it is Air-elemental rather than Fire, because Thor is a thunder-god.

Please don't hesitate to bug me if my math is off or anything like that, or if you have a cool idea for other gods or pantheons or whatever to do.

Posted by Rachel Ghoul at [4:05 PM](#)

Labels: ACKS, class, Cleric, DnD, house rules, OSR, Wilderlands

4 comments:

jedavis said...



There are a few spells that seem to be under-levelled for a divine caster; Growth of Plants and Summon Winged Steed jumped out at me, since usually the rule for arcane-to-divine conversion is +1 spell level. There may be a few others that I missed as well. Looks good overall, though. If mystics are divinely affiliated, it might be worth customizing them as well - a mystic devoted to Kali could do with Explorer hide in plain sight and ambushing, while a mystic of Thoth might warrant loremastery instead.

June 29, 2013 at 10:50 AM

Rachel Ghou said...



I actually did the math for Summon Winged Steed and if I did it right it's just barely the same level.

Those are good ideas with the mystics.

June 29, 2013 at 5:40 PM

K-Slacker said...



I'm swiping your "Thoth" spell list for my Hyperborean ACKS campaign: <https://mutantmagic.wordpress.com/2013/03/02/sorcerer-priest-of-xathoquua/>

(And the "Set" spells will be used for Sorcerer-Priests of Yig.)

June 1, 2015 at 5:48 PM

Angelina Keffi said...

There is a safe & effective Natural Herbal Medicine. For Total Cure Call +2349010754824, or email him drrealakhigbe@gmail.com For an Appointment with (Dr.) AKHIGBE contact him. Treatment with Natural Herbal Cure. For:Dengue Fever, Malaria. Painful or Irregular Menstruation. HIV/Aids. Diabetics. Vaginal Infections. Vaginal Discharge. Itching Of the Private Part. Breast Infection. Discharge from Breast. Breast Pain & Itching. Lower Abdominal Pain. No Periods or Periods Suddenly Stop. Women Sexual Problems. High Blood Pressure Chronic Disease. Pain during Sex inside the Pelvis. Pain during Urination. Pelvic Inflammatory Disease, (PID). Dripping Of Sperm from the Vagina As Well As for Low sperm count. Parkinson disease. Obesity, Lupus. Soreness/Injury Cancer. Tuberculosis. Zero sperm count. Bacteria, Impotence Fertility,Protoplasmic, Diarrhea. Hepatitis A&B, Rabies. Asthma. Quick Ejaculation. Gallstone, Cystic Fibrosis, Schizophrenia, Crubs, Cirrhosis, Premature Ejaculation. Herpes. Joint Pain. Stroke. Cornelia Disease, Weak Erection. Ovarian problem, HeartBurn, Erysipelas, Thyroid, Relapsing polychondritis, Discharge from Penis. Bronchial Problem, HPV. Hepatitis A and B. STD. Smallpox, Staphylococcus + Gonorrhea + Syphilis. Heart Disease. Pile-Hemorrhoid.rheumatism, Impotence, thyroid, Autism, Depression, Sepsis Bacteria, Penis enlargement, Prostate Problem, Waist & Back Pain. Male Infertility and Female Infertility. Etc. Take Action Now. contact him & Order for your Natural Herbal Medicine: +2349010754824 and email him drrealakhigbe@gmail.com Note For an Appointment with (Dr.) AKHIGBE.I suffered in Cancer for a year and three months dying in pain and full of heartbreak. One day I was searching through the internet and I came across a testimony of herpes cure by doctor Akhigbe. So I contacted him to try my luck, we talked and he sent me the medicine through courier service and with instructions on how to be drinking it.To my greatest surprise drinking the herbal medicine within three weeks I got the changes

and I was cured totally. I don't really know how it happens but there is power in Dr Akhigbe herbal medicine. He is a good herbalist doctor.

January 8, 2021 at 9:39 PM

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